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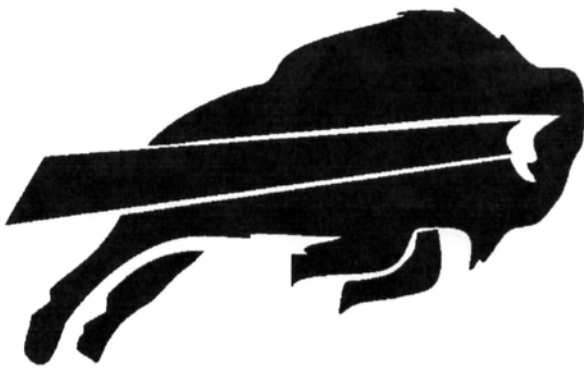
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# **HISTORICAL PLAYBOOK**

## **94 BUFFALO BILLS K-GUN OFFENSE**

**1994  
BUFFALO  
BILLS  
K-GUN**



**Head Coach: Marv Levy**

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## ABBREVIATIONS & GENERAL TERMS

1. AUD . . . . . Audible
2. B . . . . . Buck
3. BLK . . . . . Block
4. B.C. . . . . Ball Carrier
5. B.P. . . . . Vertical Breaking Point
6. BUBBLE . . . . . Refers to an Area Over an Uncovered  
Offensive Lineman
7. COV . . . . . Coverage
8. CK . . . . . Check
9. C.P. . . . . Coaching Point
10. CWM . . . . . Check With Me
11. D.E. . . . . Defensive End
12. D.T. . . . . Defensive Tackle
13. E.M.L.O.S. . . . . End Man on Line of Scrimmage
14. EX . . . . . Example
15. J . . . . . Jill (Free Safety)
16. F . . . . . Frank (Strong Safety)
17. F.B. . . . . Fullback
18. H.B. . . . . Halfback
19. INF . . . . . Influence
20. L.O.S. . . . . Line of Scrimmage
21. LOU . . . . . Left Cornerback
22. M.D.M. . . . . Most Dangerous Man
23. M. . . . . Mac
24. N.A. . . . . Does "Not Apply"
25. N.T. . . . . Not There
26. N . . . . . Nose Tackle
27. N.S.P.U. . . . . No Swing Pick Up

30-101012

- 28. O.L.B. . . . Outside Linebacker 30-101012
- 29. O.T.B. . . . On The Ball 30-101012
- 30. OV . . . . A Defensive Man Covering an Offensive Lineman, But Off the L.O.S. 30-101012
- 31. P . . . . Press 30-101012
- 32. P.O.A. . . . Point of Attack 30-101012
- 33. P.G. . . . . Playside Guard 30-101012
- 34. P.T. . . . . Playside Tackle 30-101012
- 35. P.S.L. . . . Pre-Snap Look 30-101012
- 36. Q.B. . . . . Quarterback 30-101012
- 37. REV . . . . Reverse 30-101012
- 38. R.B. . . . . Remaining Back 30-101012
- 39. ROB. . . . . Right Cornerback 30-101012
- 40. S . . . . . Stub 30-101012
- 41. SCR . . . . . Screen 30-101012
- 42. S.P.U. . . . Swing Pick Up 30-101012
- 43. Tech . . . . Technique 30-101012
- 44. W. . . . . Will Linebacker 30-101012
- 45. X. . . . . Weak Side Receiver 30-101012
- 46. Y. . . . . Tight End 30-101012
- 47. Z. . . . . Flanker 30-101012
- 48. OS . . . . . Over Shoulder 30-101012

## GENERAL TERMS

<u>STRONGSIDE</u>	- Side of the tight end
<u>WEAKSIDE</u>	- Side away from tight end
<u>PLAYSIDE</u>	- Side to which the play is called
<u>OFFSIDE</u>	- Side away from play called
<u>COVERED</u>	- Man over on L.O.S.
<u>UNCOVERED</u>	- Man over off L.O.S.
<u>PATTERN BLOCKING</u>	- Basic blocking scheme for designated plays
<u>COUNTER</u>	- A move by one or more backs away from P.O.A.
<u>INFLUENCE</u>	- Destroying key of defender by an offensive move
<u>SPECIAL</u>	- A term used to define any unusual play
<u>SIGHT ADJUSTMENT</u>	- Block adjustments made vs. shifting defenses or pass route adjustment to blitz
<u>SWAP</u>	- The change of position between running backs
<u>EXPLODE</u>	- Term used to tell back to go directly to designated hole
<u>SWITCH</u>	- FB and HB exchange blocking assignments on the "QUICK" passing game when in I formations, i.e., FB Weak - HB Strong
<u>CHANGE</u>	- A term used to tell "X" and "Z" to change positions and assignments
<u>AWAY</u>	- Term used to tell a back to block "away" from P.O.A. also, to tell TE to block "MAN"
<u>BOSS</u>	- Term used to tell a back to block secondary force and to tell TE to block "MAN"
<u>NUMBER FORMATION</u>	- Formation called by a number, i.e., 0 - 1 - 2, etc.
<u>NAME FORMATION</u>	- Formation called by a name, i.e. Far - Double - Split etc.

## HUDDLE ORGANIZATION

### I. FORMING THE HUDDLE

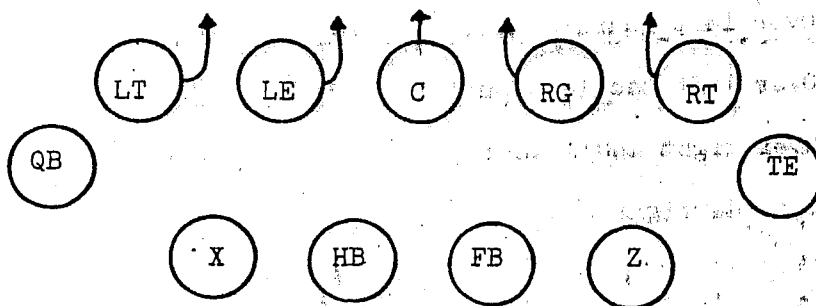
The center forms the huddle approximately eight 8 yards from the line of scrimmage.

The rest of the squad will form around him as diagrammed below with their hands on knees.

The QB will enter the huddle after the huddle is organized.

The QB will always be to the Home Bench end of the huddle.

HUDDLE DIAGRAM



### II. HUDDLE BREAK

The QB will step into the huddle and call the play and snap count.

The X and Z will leave the huddle as soon as the play has been given.

The QB will break the huddle by saying "R-E-A-D-Y B-R-E-A-K".

On "B-R-E-A-K" everyone claps as they leave the huddle and hustle to the line. All turn to the inside when leaving the huddle. All linemen and T.E.'s will assume a 3 point stance. Exception - gun formation.

The QB is the only one who will talk in the huddle.

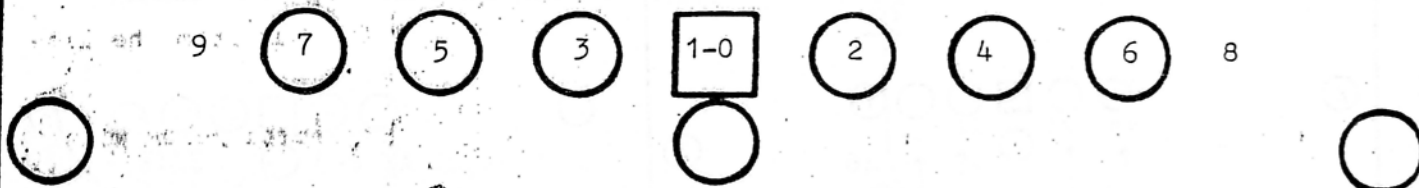
Do not lean on other men in the huddle. Place your hands (not elbows) on your knees.

If you do not hear the signal --- the word is check.

REMEMBER, we have only 45 seconds to get a play started. We must save all the time possible by being efficient in our huddling.

Every member must repeat the snap count to himself. We cannot have penalties due to someone not knowing the starting count.

## OFFENSIVE HOLE NUMBERING



"1" HOLE - Over left hip of center

"0" HOLE - Over right hip of center

"3" HOLE - Over left guard's butt

"2" HOLE - Over right guard's butt

"5" HOLE - Over left tackle's butt

"4" HOLE - Over right tackle's butt

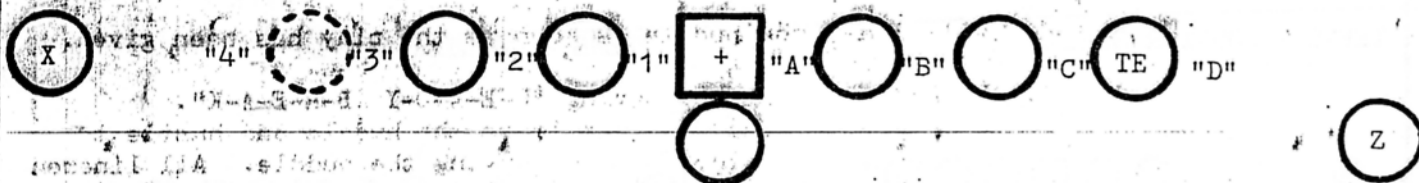
"7" HOLE - Over tight end's butt

"6" HOLE - Over tight end's butt

"9" HOLE - Outside tight end

"8" HOLE - Outside tight end

## OFFENSIVE GAP IDENTIFICATION



\* Gaps To Open End Side Are Numbered

\* Gaps To TE Side Are Lettered

"1" GAP - Between center and guard to open side

"A" GAP - Between center and guard to TE side

"2" GAP - Between guard and tackle to open side

"B" GAP - Between guard and tackle to TE side

"3" GAP - Between tackle and ghost of TE to open side

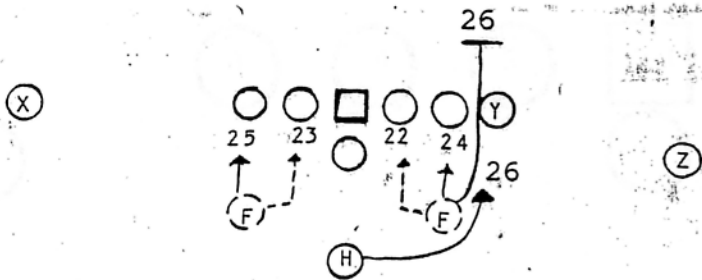
"C" GAP - Between tackle and TE to TE side

"4" GAP - Outside ghost of TE to open side

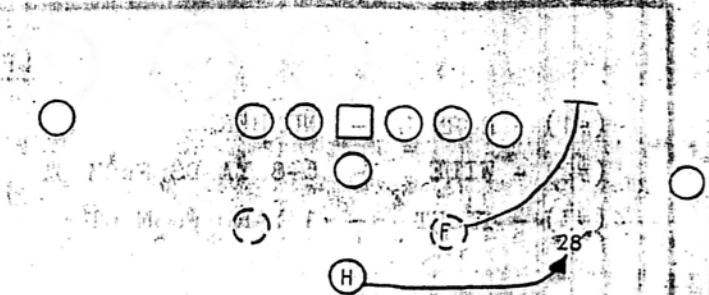
"D" GAP - Outside TE to the TE side

# NUMBERING OFF BALL CARRIER

20's



20's

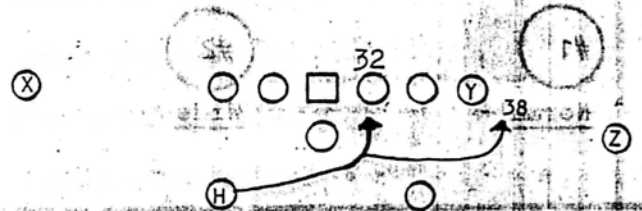
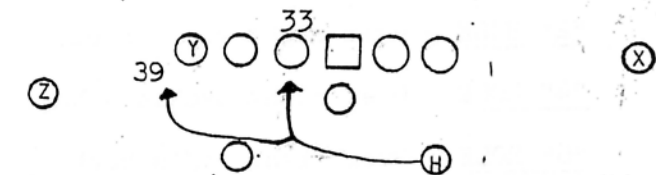


ODD HOLE - 30's

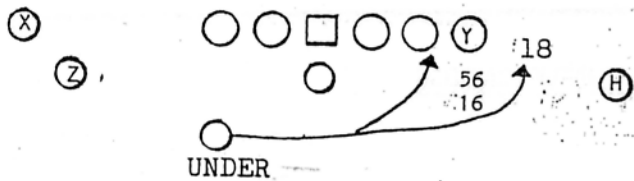
(3 BACK)

EVEN HOLE - 30's

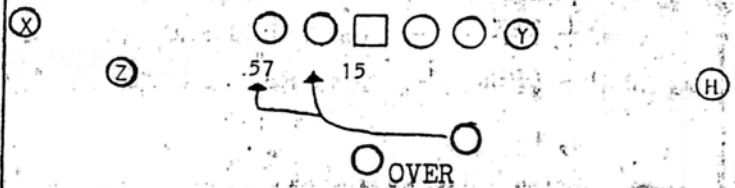
(3 E. 3K)



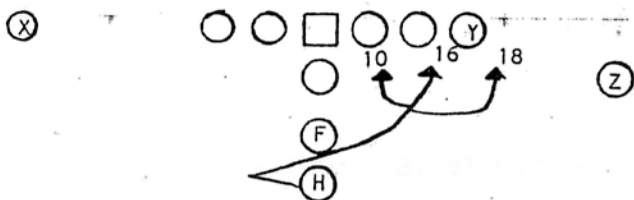
EVEN HOLE - UNDER POSITION



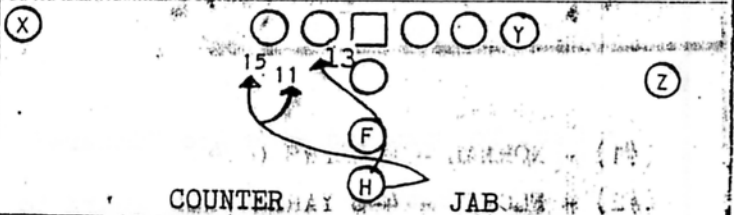
ODD HOLE - OVER POSITION



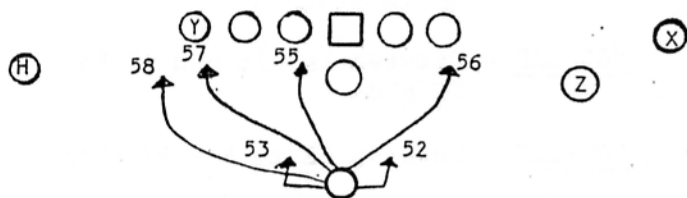
TEENS - COUNTER SERIES



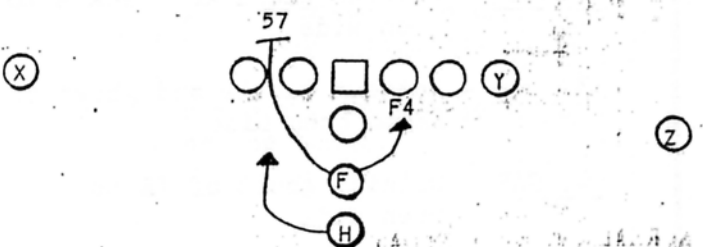
TEENS - COUNTER SERIES



50's



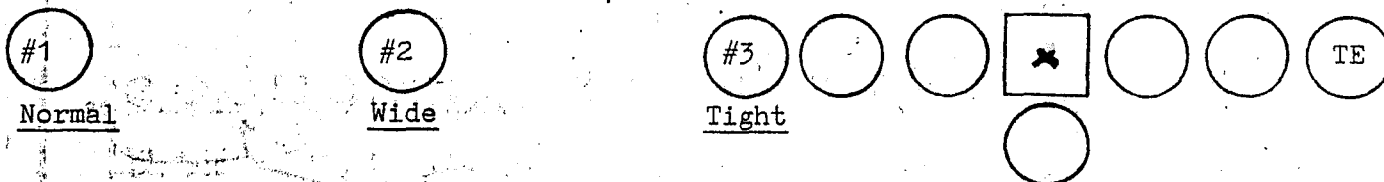
50's



# RECEIVER ALIGNMENTS

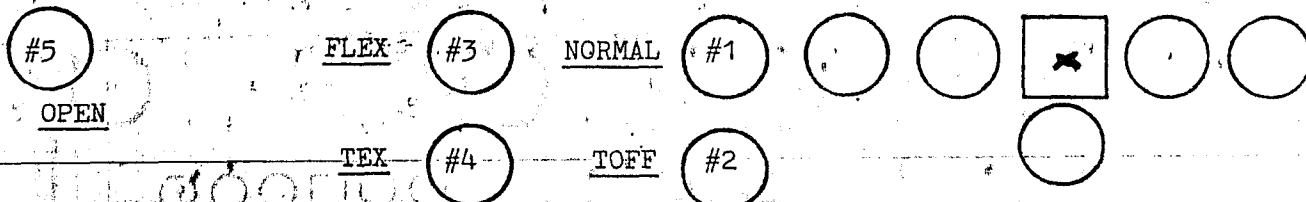
## SPLIT END

- (#1) - NORMAL - NUMBERS
- (#2) - WIDE - 6-8 YARDS FROM OT
- (#3) - TIGHT - 1 YARD FROM OT



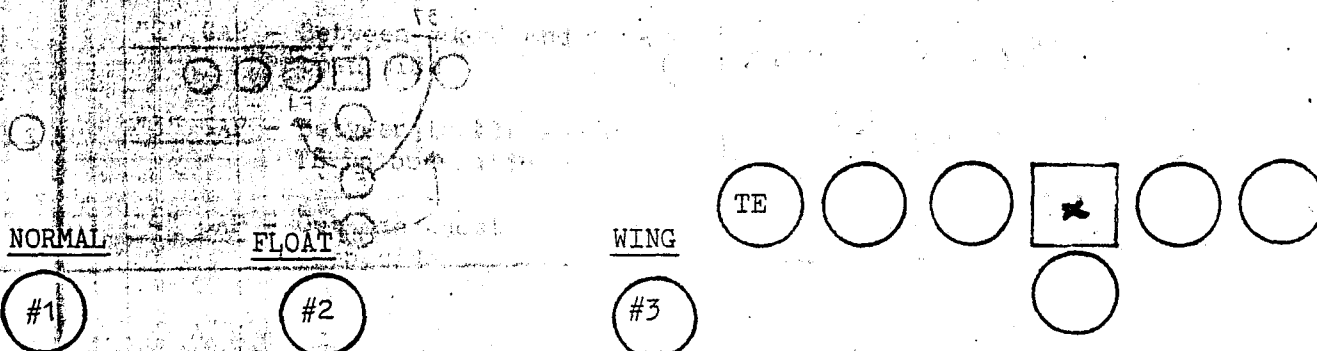
## TIGHT END

- (#1) - NORMAL - 1 YARD FROM OT
- (#2) - TOFF - 1 YARD FROM OT - OFF THE LOS
- (#3) - FLEX - 4-6 YARDS FROM OT
- (#4) - TEX - 4-6 YARDS FROM OT - OFF THE LOS
- (#5) - OPEN - NUMBERS - ON THE LOS



## FLANKER

- (#1) - NORMAL - NUMBERS OFF LOS
- (#2) - FLOAT - 4-6 YARDS FROM TE OFF LOS
- (#3) - WING - 1 YARD FROM TE OFF LOS



# X AND Z RECEIVER SPLITS

## NORMAL SPLIT

- : Receiver set to Wide Field -  
Line up 3 yards outside the numbers. For each yard the ball is moved off the far hash mark toward wide field, Wide Receiver's position moves 1 yard further outside the numbers up to 6 yards from the sideline.

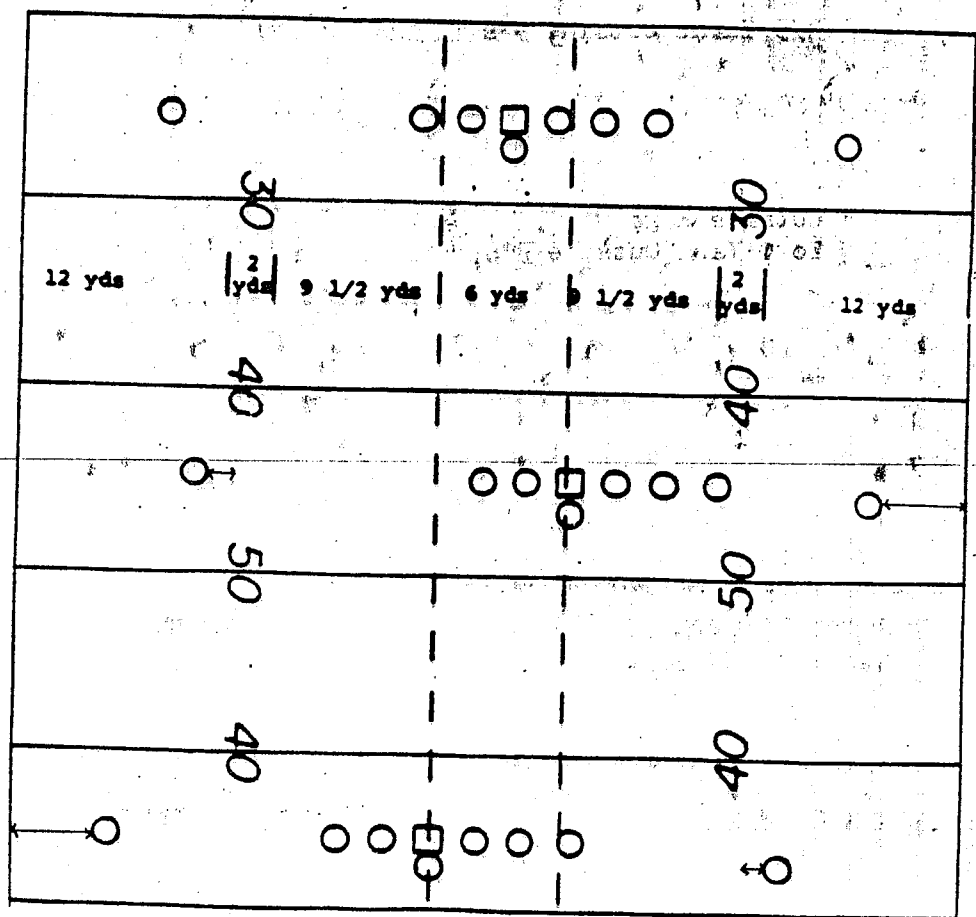
## NORMAL SPLIT

- : Receiver set to short field -  
Line up 6 yards from the sideline.

## VARIATION TO SPLITS:

We will have minimum and maximum split adjustments for specific routes within a pattern call. These adjustments will normally involve a 2-3 yard reduction or extension of your split. These adjustments must be learned.

NOTE: Maximum - Regular Formations - X and Z  
5 yards from sidelines.





SPLITS BY ROUTESSHORTSIDEROUTEWIDESIDE

6 Yards Outside #'s  
(Max)

0  
2  
6  
8

3 Yards Outside #'s  
(Max)

6 Yards Outside #'s (Max)  
4/5 Yards Outside #'s

4  
9

2/3 Yards Outside #'s  
(Max)

Outside Edge #'s

1  
3

1 Yard Outside #'s

4/5 Yards Outside #'s

5

Outside Edge #'s  
To 1 Yard Outside #'s

2/Y Get Open  
Firm 4  
7

Outside Edge #'s

OFFENSIVE PERSONNEL COMBINATIONS

At various times it will benefit our offense to use different combinations of players. This system can best be organized by identifying these combinations of players with "key" words.

REGULAR

PRO

2 RB (1 HB & 1 FB)  
1 TE  
2 WR

2 RB (2 HB's)  
1 TE  
2 WR

PAIR

2 RB (1 HB & 1 FB)  
2 TE  
1 WR

\* "X" Receiver out - 2nd TE in

"FB" OUT - 2nd HB IN

TUFF

2 RB (1 HB & 1 FB)  
3 TE  
0 WR

\* "X" & "Z" Receivers out - 2nd & 3rd TE in

ACE

1 RB (1 HB)  
2 TE  
2 WR

\* "FB" out - 2nd TE in

DUCE

1 RB (FB)  
2 TE  
2 WR

"HB" OUT - 2nd TE IN

K GUN

1 RB  
1 TE  
3 WR

\* "HB" Out - 3rd Wide Receiver in

GUN

2 RB (Special HB's)  
0 TE  
3 WR

\* "TE" & "FB" out - 3rd Wide Receiver and HB in

3 R - Gun Jamie

2 RB (1 HB & 1 FB)  
0 TE  
3 WR

\* "TE" out - 3rd Wide Receiver in

4R

1 RB (1 FB)  
0 TE  
4 WR

\* "HB" & "TE" out - 3rd & 4th Wide Receiver in

3 Y

1 RB (1 FB)  
3 TE  
1 WR

\* "HB" and "X" Receiver out - 2nd & 3rd TE in

## FORMATION STRUCTURE

### STRENGTH OF FORMATIONS

"Formation strength", for purposes of defensive front identification, is determined by the alignment of the TE.

"Formation strength", in relationship to defensive coverage, is determined by the two receiver side of any formation.

A "Right" or "Left" call always directs the position of the TE when Name Formations are being called.

When Number Formations are being called, the "Even" numbers will direct the TE to go to the "Right" and the "Odd" numbers will direct the TE to go to the "Left".

### FORMATION CATEGORIES

We will categorize our offensive formations into two major groups:

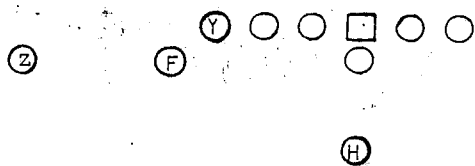
#1 - NUMBER FORMATIONS - ONE BACK

#2 - NAME FORMATIONS - TWO BACKS

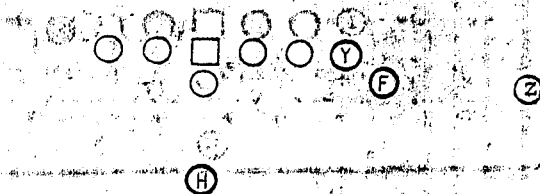
# NUMBERED FORMATIONS

REVO 1

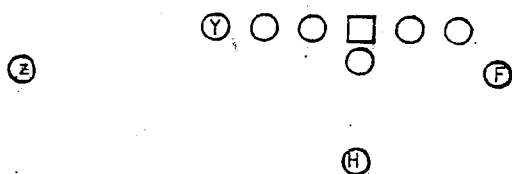
ONE ("1")



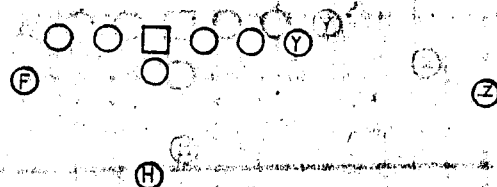
ZERO ("0")



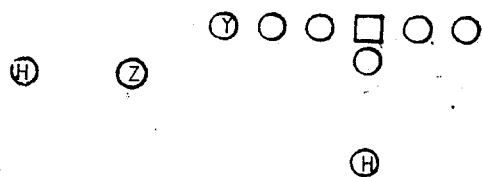
THREE ("3")



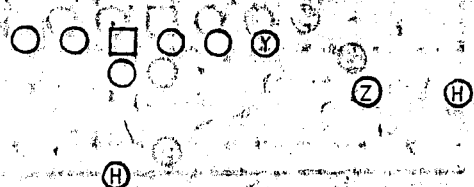
TWO ("2")



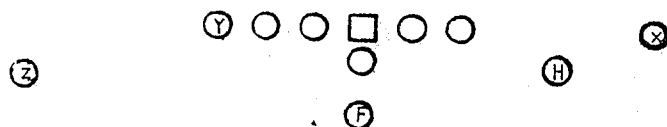
FIVE ("5")



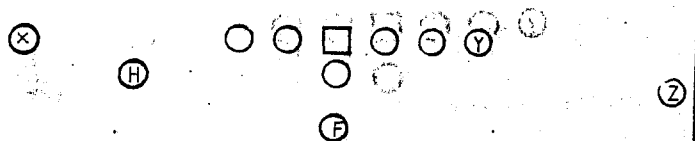
FOUR ("4")



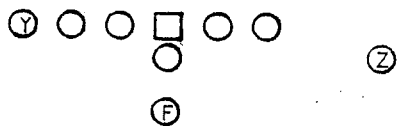
SEVEN ("7")



SIX ("6")



NINE ("9")



EIGHT ("8")



3 OVER

Y ○ ○ □ ○ ○ F

○

Z

X

H

2 OVER

F ○ ○ □ ○ ○ Y

○

H

3 STRONG

Y ○ ○ □ ○ ○ F

○

H

2 STRONG

F ○ ○ □ ○ ○ Y

○

H

1 OVER

Y ○ ○ □ ○ ○

○

H

0 OVER

○ ○ □ ○ ○ Y

○

H

7 H

Y ○ ○ □ ○ ○

○

F

6 H

○ ○ □ ○ ○ Y

○

F

BIG BEN LT

○ ○ □ ○ ○

QB

BIG BEN RT

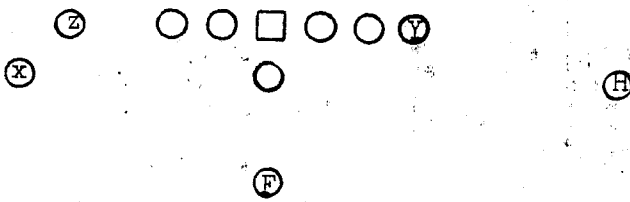
○ ○ □ ○ ○

QB

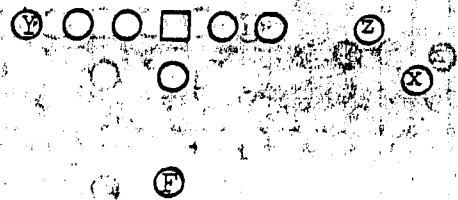
# NUMBERED FORMATIONS

1

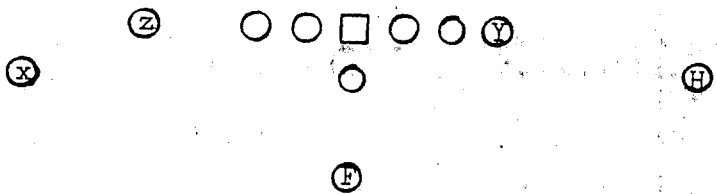
"8" STACK



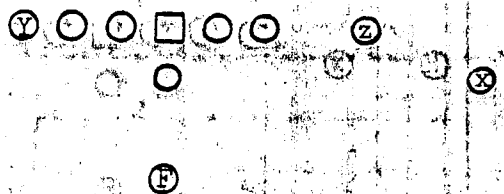
"9" STACK



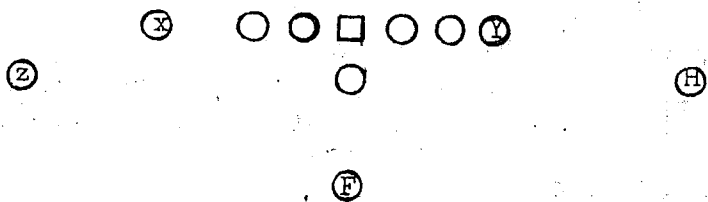
"8" OFF



"9" OFF



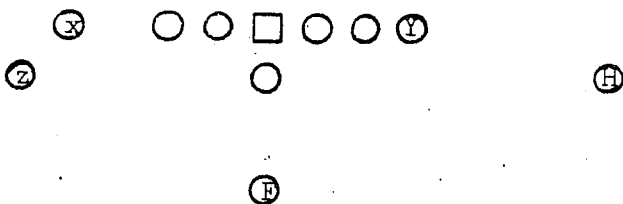
"8" Z



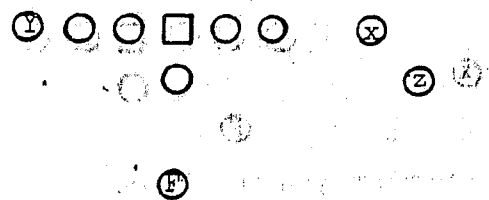
"9" Z



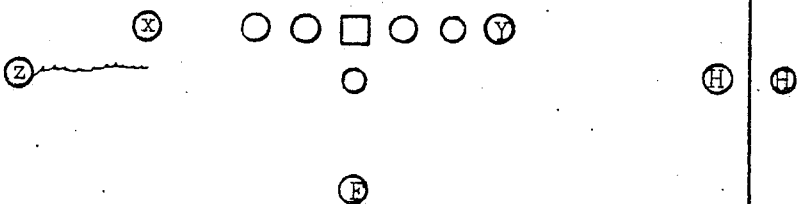
"8" Z STACK



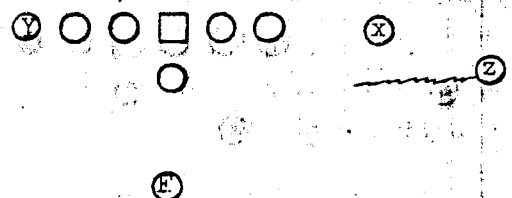
"9" Z STACK

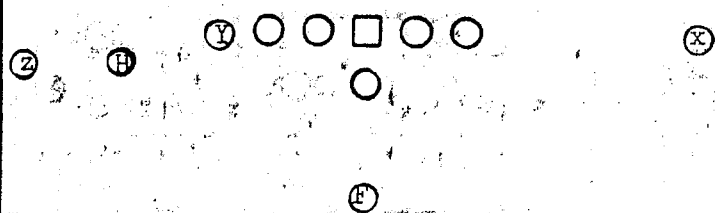
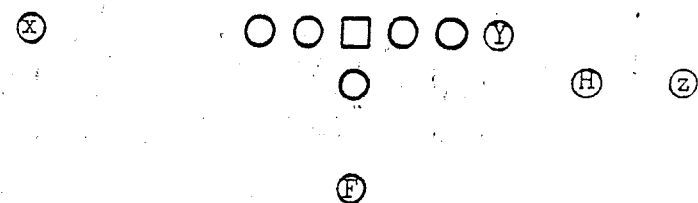
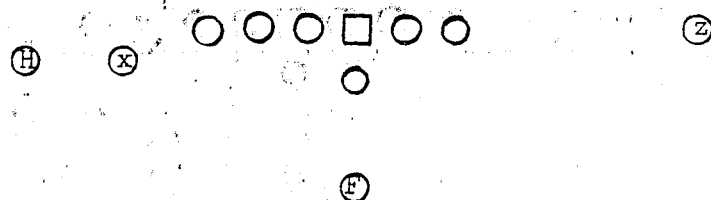
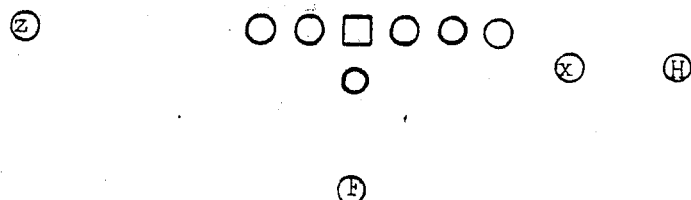
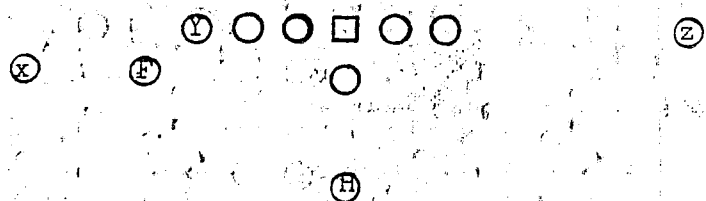
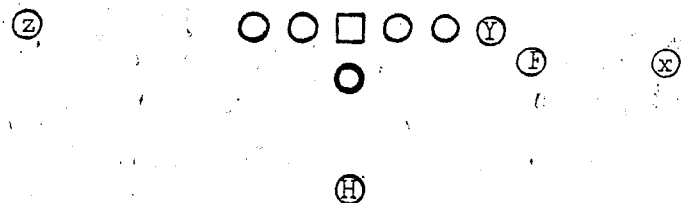
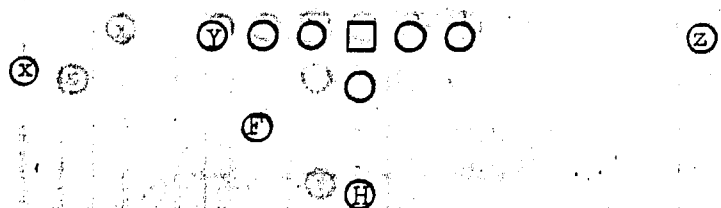
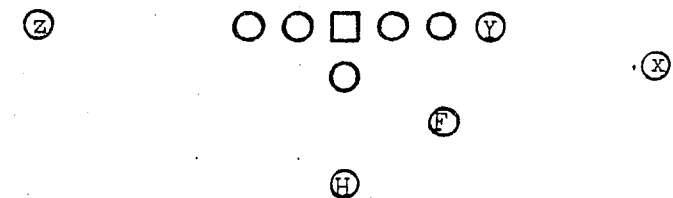
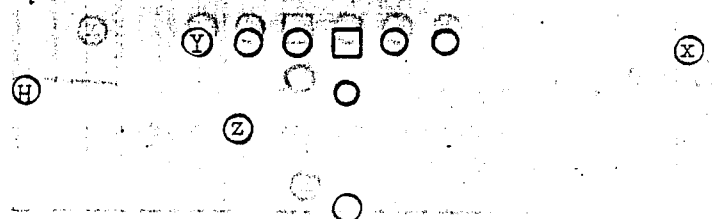
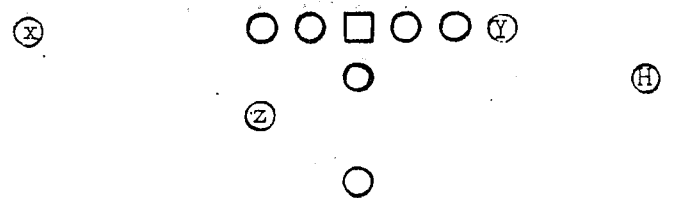


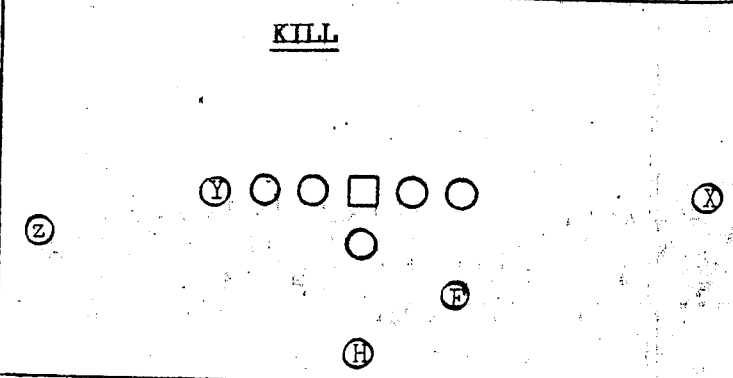
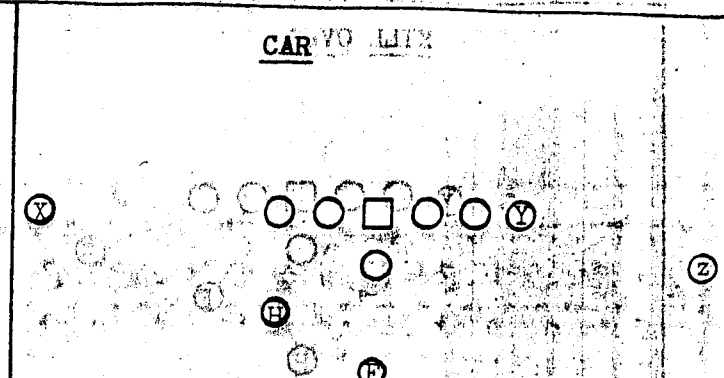
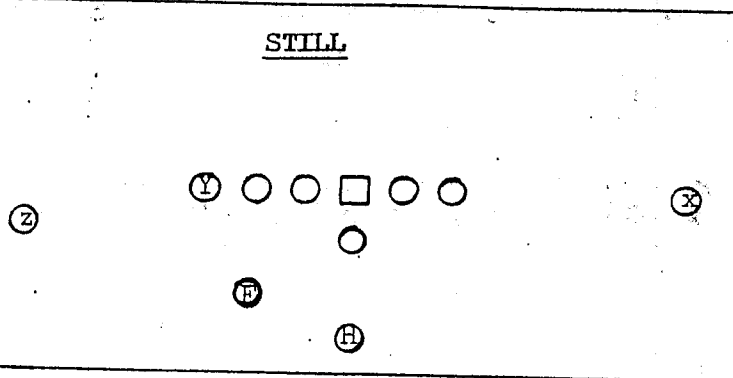
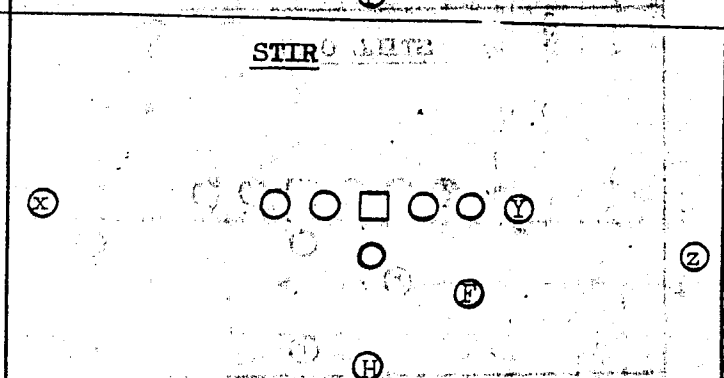
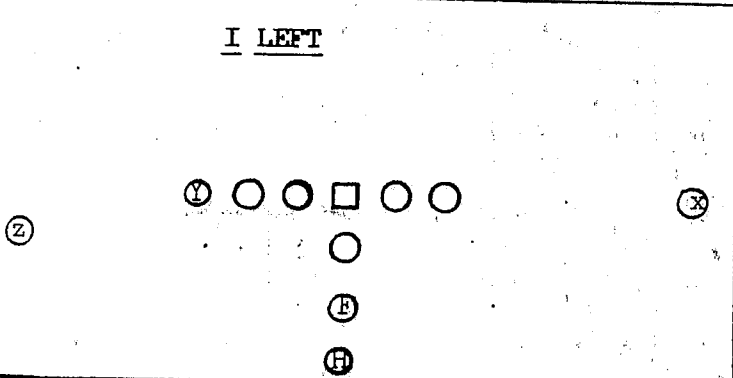
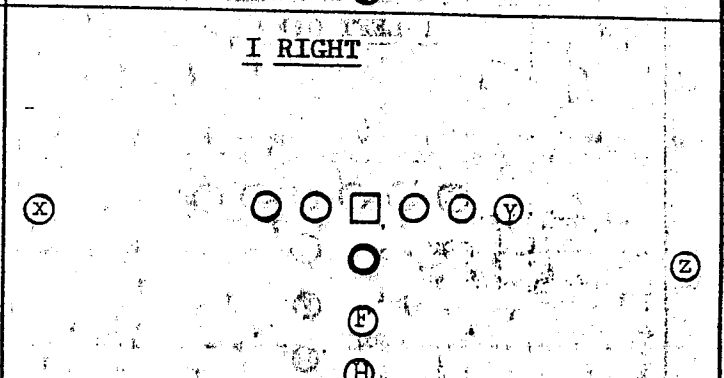
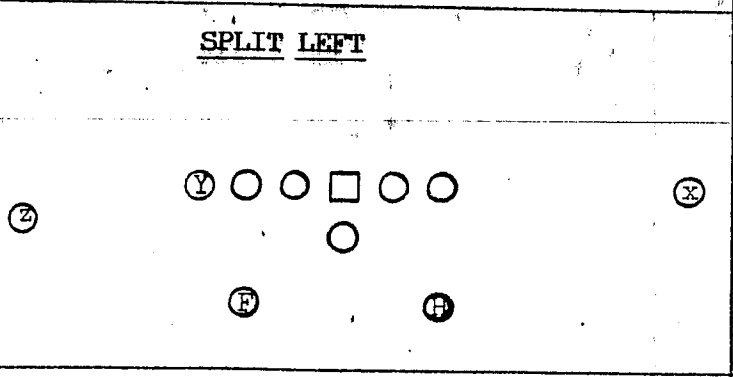
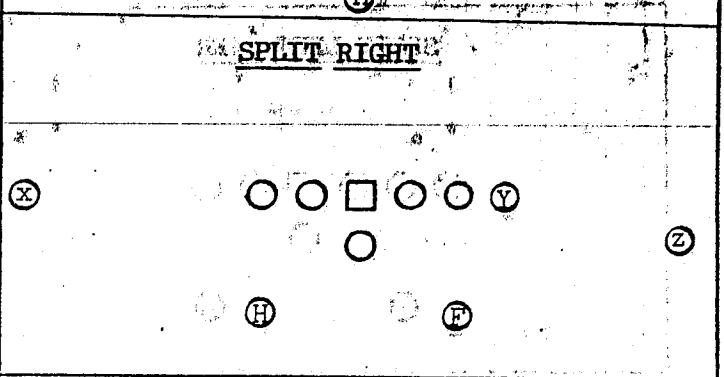
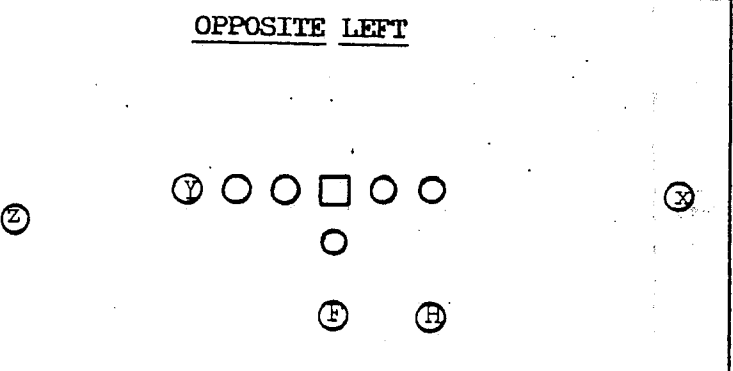
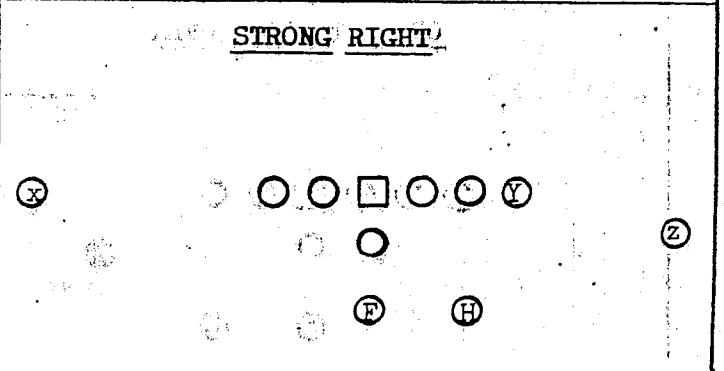
"8" ZIN



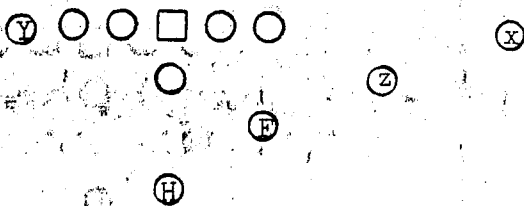
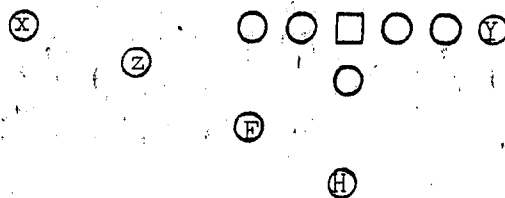
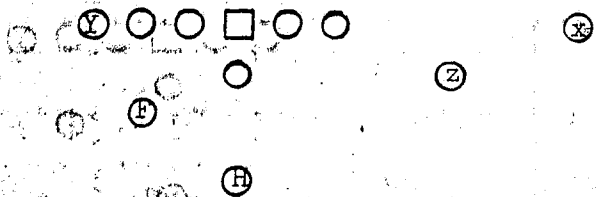
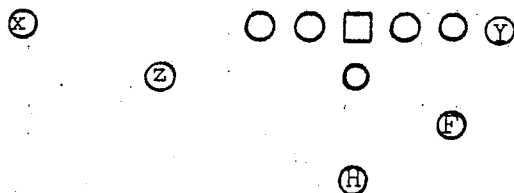
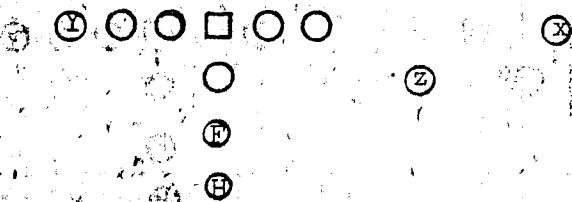
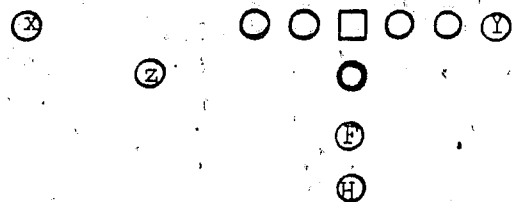
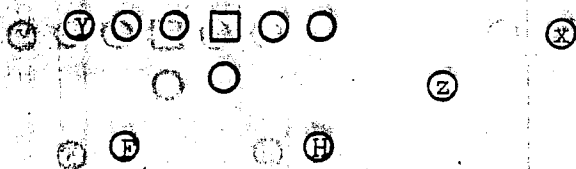
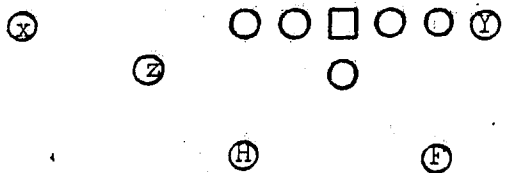
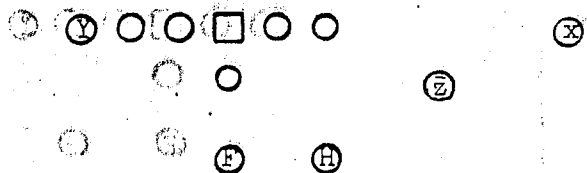
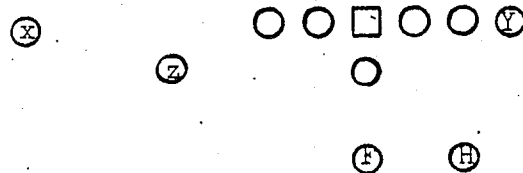
"9" ZIN



X AND Z FORMATIONS5 Z4 Z5 X4 X1 X0 XSTILL XSTIR X5 DEEP8 DEEP

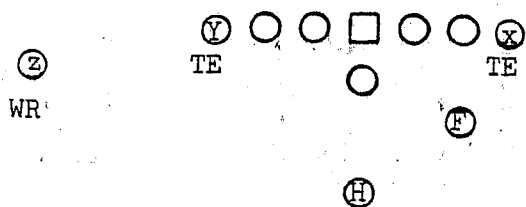
<p><u>KILL</u></p> 	<p><u>CAR VO LITE</u></p> 
<p><u>STILL</u></p> 	<p><u>STIR LITE</u></p> 
<p><u>I LEFT</u></p> 	<p><u>I RIGHT</u></p> 
<p><u>SPLIT LEFT</u></p> 	<p><u>SPLIT RIGHT</u></p> 
<p><u>OPPOSITE LEFT</u></p> 	<p><u>STRONG RIGHT</u></p> 



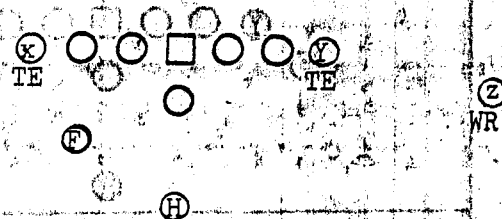
KILL OVERCAR OVERSTILL OVERSTIR OVERI LEFT OVERI RIGHT OVERSPLIT LEFT OVERSPLIT RIGHT OVEROPPOSITE LEFT OVERSTRONG RIGHT OVER

# PAIR FORMATIONS

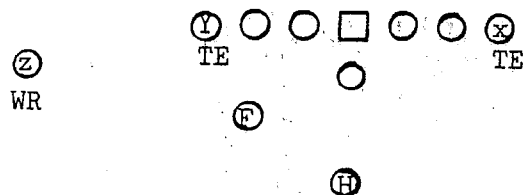
## KILL



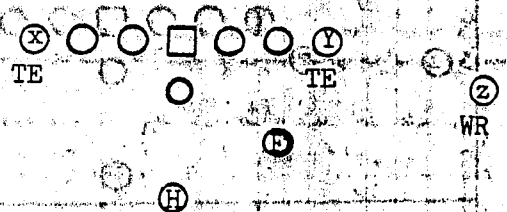
## CAR



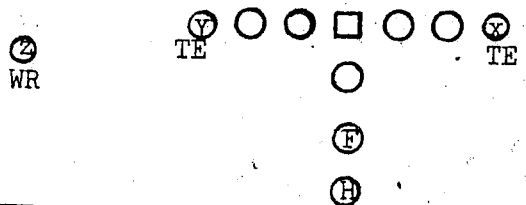
## STILL



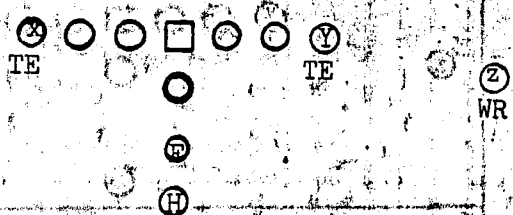
## STIR



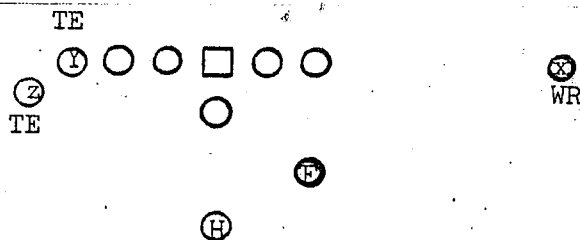
## I LT



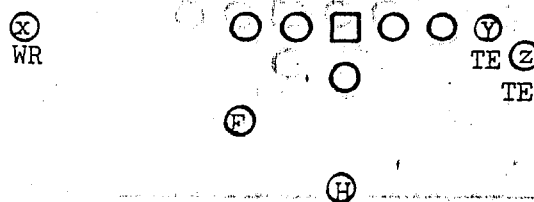
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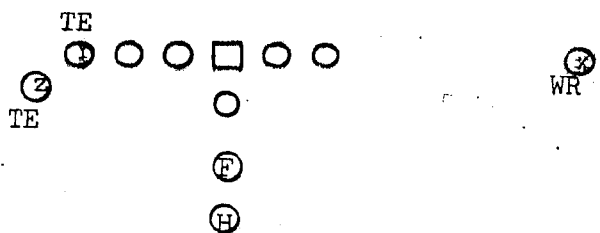
## MIAMI LT



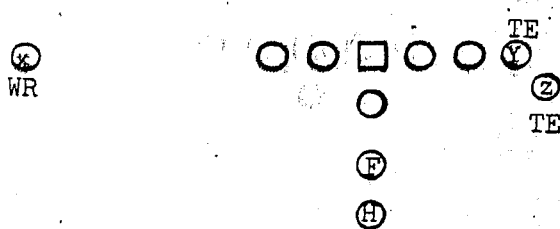
## MIAMI RT



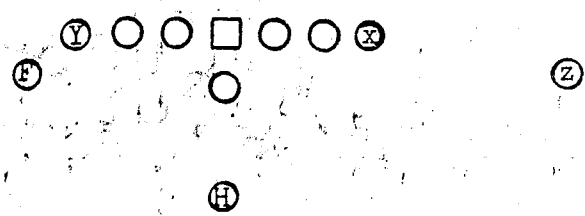
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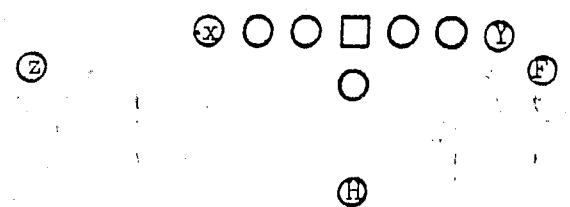
## WING RT



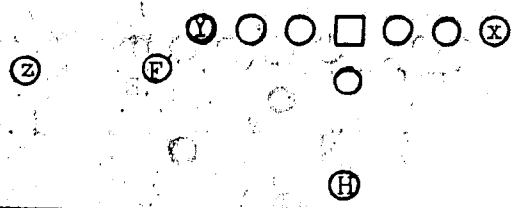
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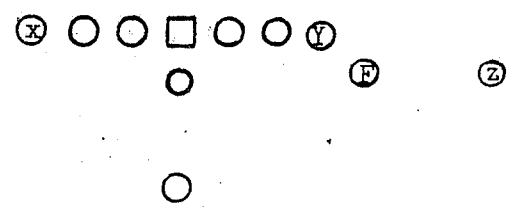
0 "ZERO" OVER



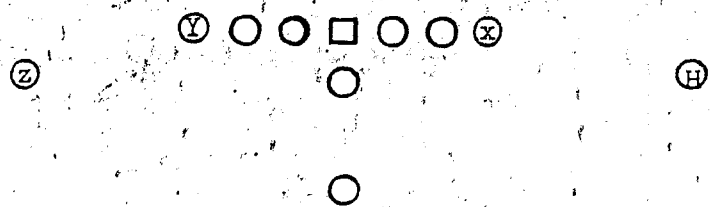
1 "ONE"



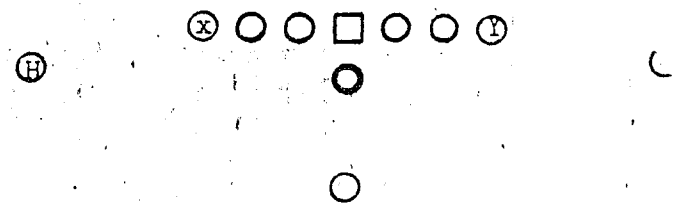
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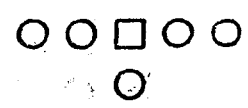
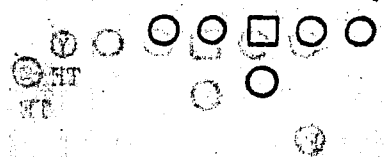
7 H



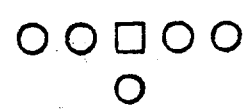
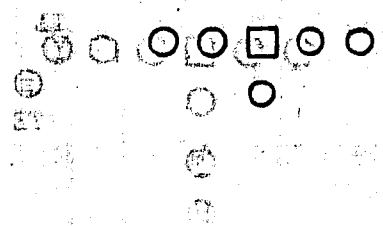
6 H



FLY



IN DIM



# OFFENSIVE CADENCE

20

OUR REGULAR OFFENSIVE CADENCE (SNAP COUNT) WILL BE AS FOLLOWS:

NOTE  
NOTED  
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## I. OFFENSIVE CADENCE

"SOUND"	1st SOUND	"2 HUT"			
"NOAH"	2nd SOUND	"2 HUT"	"HUT"		
"DERBY"	3rd SOUND	"2 HUT"	"HUT"	"HUT"	
"TUFF"	4th SOUND	"2 HUT"	"HUT"	"HUT"	"HUT"

NOTE  
NOTED  
21143

## II. OFFENSIVE CADENCE (SNAP COUNT) MECHANICS

<u>FORMATION</u>	<u>CODE WORD FOR SNAP COUNT</u>	<u>PLAY</u>	<u>SNAP COUNT</u>		
8	"SOUND" - "RICKTER"	56	1st SOUND "2 HUT"		
8	"NOAH" - "ZITTA"	56	2nd SOUND "2 HUT"	HUT	
8	"DERBY" - "LOUISVILLE"	56	3rd SOUND "2 HUT"	HUT	HUT
8	"TUFF"	56	4th SOUND "2 HUT"	HUT	HUT HUT

NOTE  
NOTED  
21143

## III. AUDIBLE SYSTEM

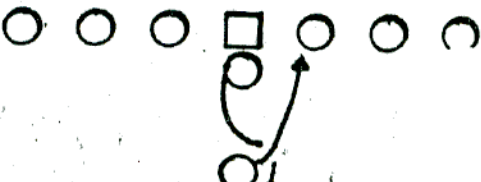

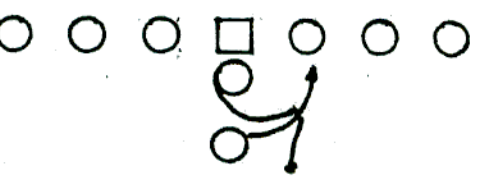
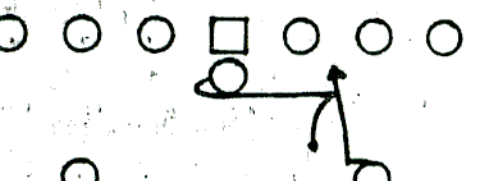
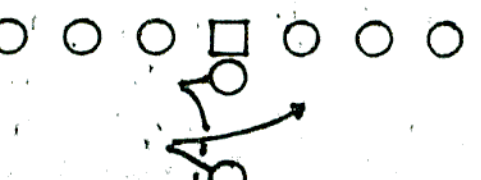
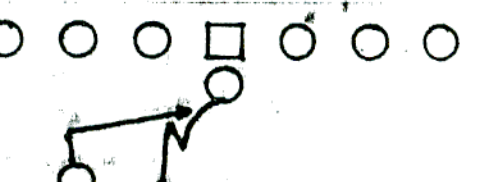
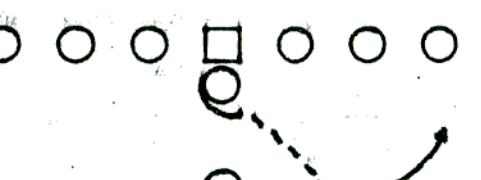

NOTE: NUMBERS OR CODE WORDS FOR NUMBERS (LIVE) CHANGE THE PLAY  
 COLORS (DEAD) DON'T CHANGE THE PLAY  
 EASY - EASY ALERTS YOU TO AUDIBLE MECHANICS (FAKE AUDIBLES GO ON SECOND SOUND)

- 8 SNAP COUNT 56 (IS CALLED ON THE RUN) (LINE UP IN 8 FORMATION)  
GO ON SNAP COUNT AND RUN 56.
- 8 SNAP COUNT 56 (IS CALLED ON THE RUN). (LINE UP IN 8 FORMATION)  
EASY EASY DEAD COLOR 91 DEAD COLOR 91 (IS CALLED AT LOS) (IGNORE THIS)  
GO ON 2nd SOUND AND RUN 56.
- 8 SNAP COUNT 56 (IS CALLED ON RUN) (LINE UP IN 8 FORMATION)  
EASY EASY LIVE NUMBER 91 LIVE NUMBER 91  
GO ON NUMBER COUNT AND RUN 91

NOTE  
NOTED  
21143

NOTE  
NOTED  
21143

# RUN ACTION CALLS

<b>FLOW ACTION CALLS</b>	QB will open "away from" the POA and "to" the Ball Carrier	
<b>RIDE ACTION CALLS</b>	QB will open "to" the POA and "to" the Ball Carrier	
<b>SLANT ACTION CALLS</b>	QB will execute a "reverse pivot" (opening away from the POA) "to" the Ball Carrier	
<b>DIVE ACTION CALLS</b>	QB will execute a "reverse pivot" (opening away from POA) "away from" the Ball Carrier	
<b>COUNTER ACTION CALLS</b>	QB will open "away from" the POA and "to" the Ball Carrier. Ball Carrier will jab step "away from" POA on 1st step	
<b>FLOW COUNTER ACTION CALLS</b>	QB will open "away from" POA and use an UNDER handoff to the Ball Carrier	
<b>TOSS ACTION CALLS</b>	QB will "reverse pivot" (opening away from POA) and toss the ball to the Ball Carrier	
<b>DRAW ACTION CALLS</b>	QB will "Show Pass" then handoff to Ball Carrier either OVER or UNDER as dictated by Type of Draw called	

# METHOD OF COUNTING DEFENSIVE PERSONNEL FOR BLOCKING ASSIGNMENTS

<p>4-3</p>	<p>3-4</p>
<p>OVER</p>	<p>34 M</p>
<p>OVER STACK</p>	<p>3-4 SINK STG</p>

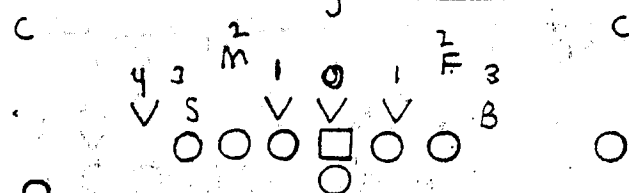
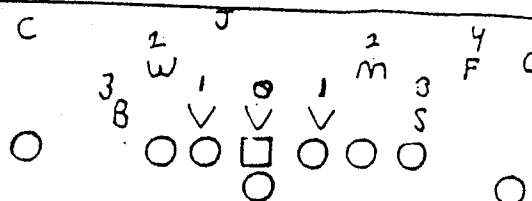
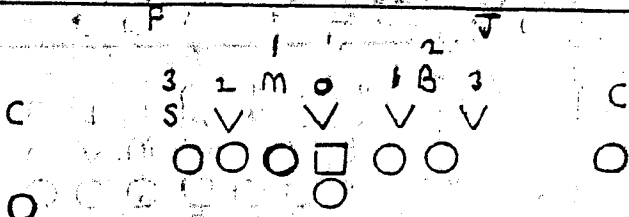
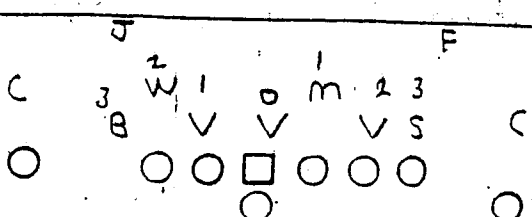
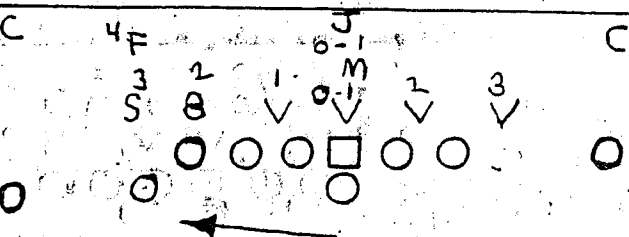
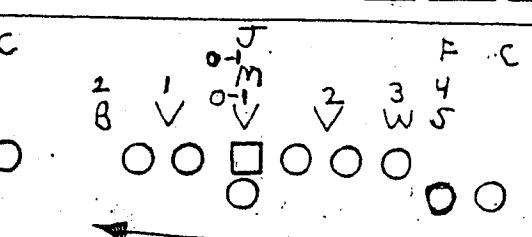
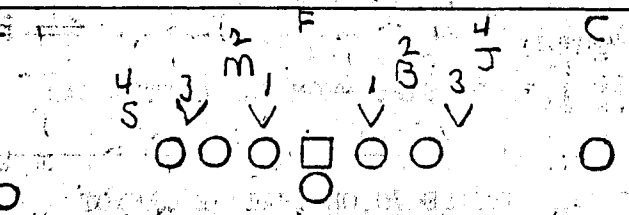
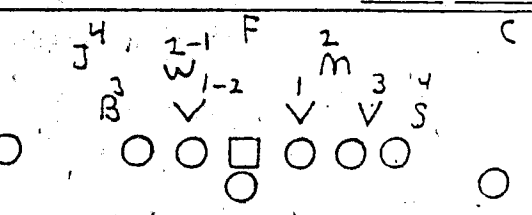
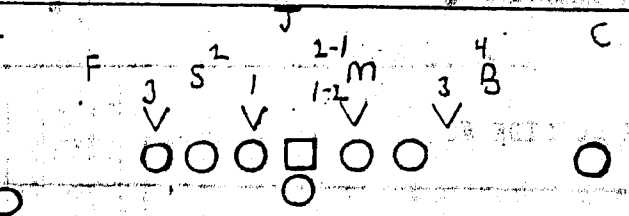
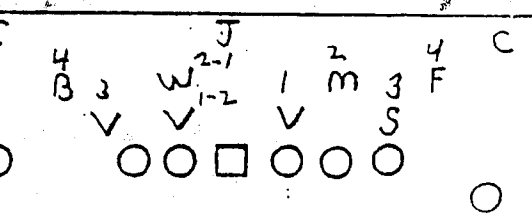
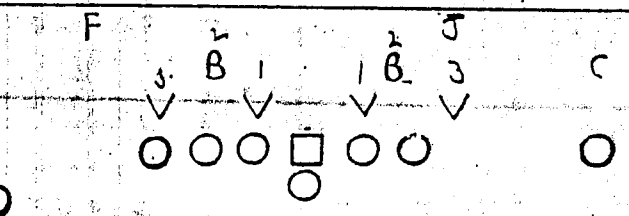
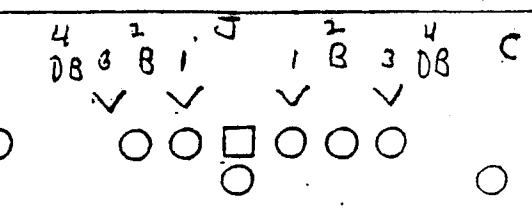
#0 - ANY MAN OVER THE CENTER OR IN THE C - GUARD GAPS WHOM THE CENTER CAN CONTROL BY HIMSELF.

#1 - 1st MAN ON EITHER SIDE OF THE CENTER OUTSIDE #0, OR THAT HE CANNOT CONTROL ALONE

#2 - 2nd MAN ON EITHER SIDE OF CENTER OUTSIDE #0

#3 - 3rd MAN ON EITHER SIDE OF CENTER OUTSIDE #0

#4 - 4th MAN ON EITHER SIDE OF CENTER OUTSIDE #0.

OVER BEARS (4-6)3-4 DBL SINKUNDER3-4 SINK WKUNDER BEARS (4-6)(3-6) BEARS(4-3) 4-2 STG(3-4) 4-2 STG(4-3) 4-2 WEAK(3-4) 4-2 WEAKNICKEL 4-2 2 DEEPNICKEL 4-2 1 DEEP

GEE/SCOT PROTECTION

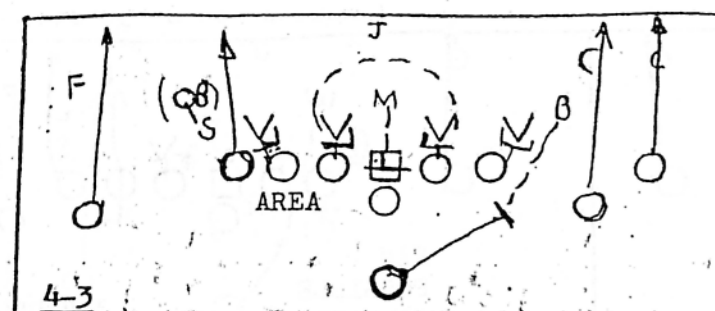
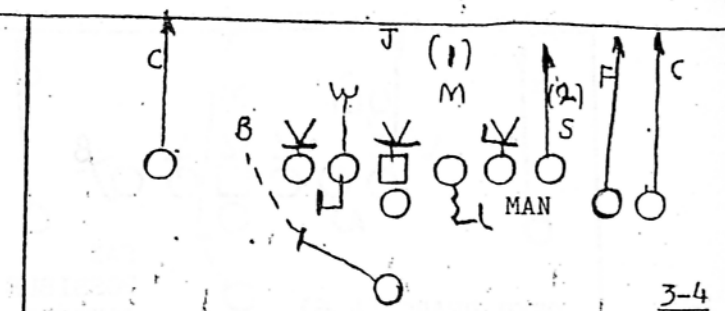
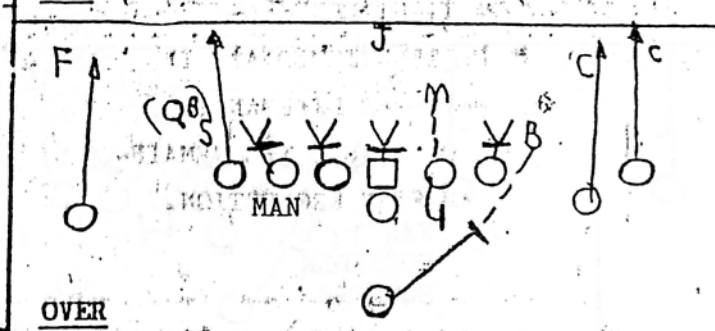
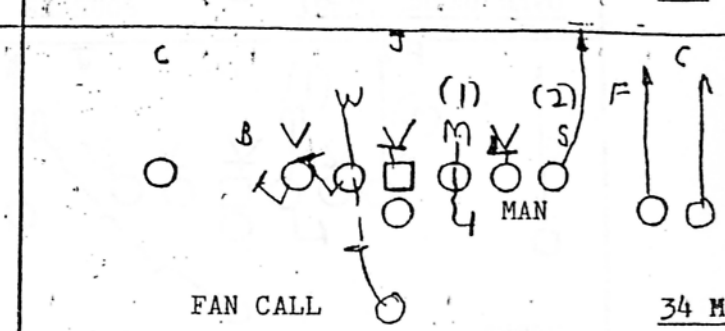
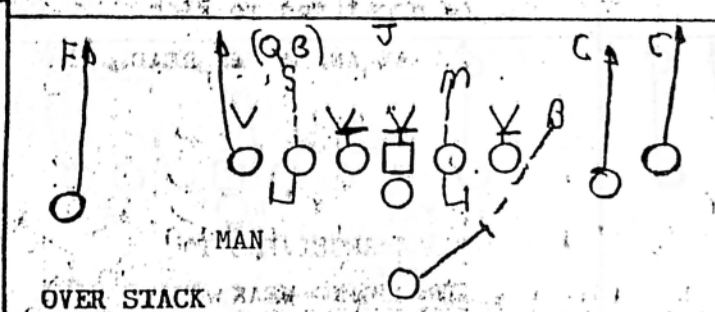
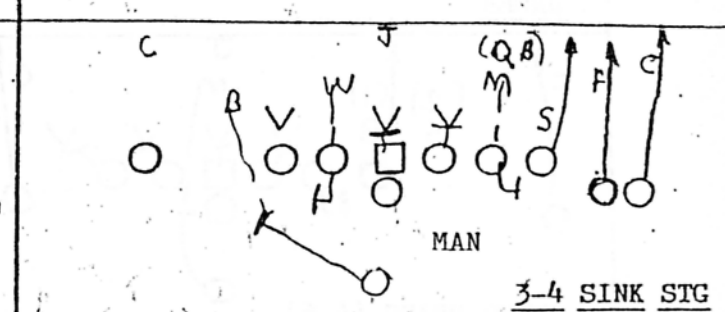
GEE OR SCOT IS A PROTECTION CALL TO A TIGHT END SIDE. IT ALLOWS US TO GET A BACK INTO THE PATTERN IMMEDIATELY WITHOUT HAVING SWING PICK-UP. THE UNCOVERED LINEMAN TO THE TE SIDE HAS DOUBLE PICK-UP ON MAC OR STUB. THE REMAINING BACK HAS NORMAL SWING PICK-UP AS IN FIRM PROTECTION.

GEE ALLOWS US TO GET A BACK OUT WEAK (2 RECEIVERS TO EACH SIDE) WITH THE REMAINING BACK BLOCKING WEAK AND A DBL READ TO STRONG SIDE.

SCOT ALLOWS US TO GET A BACK OUT STRONG (3 RECEIVERS TO THE STRONGSIDE) WITH THE REMAINING BACK BLOCKING WEAK AND A DOUBLE READ TO THE STRONGSIDE.

TURN CALL - USED VS NICKLE AND DIME DEFENSES ONLY. IT ASSIGNS THE LINE TO THE BLITZER NORMALLY HANDLED BY THE BACK. THE BACK TAKES THE BLITZER NORMALLY HANDLED BY THE LINE.



 <p>4-3</p>	 <p>3-4</p>
 <p>OVER</p>	 <p>3-4 M</p>
 <p>OVER STACK</p>	 <p>3-4 SINK STG</p>
<p>PWR - PATTERN</p>	<p>QB</p>
<p>OWR - PATTERN</p>	<p>F - (SCOT) - RUN PATTERN (GEE) - S.P.U. BLOCK BUCK TO JILL AND RUN ASSIGNED ROUTE ON FAN CALL. BLOCK LB OFF LOS. TO JILL AND RUN ASSIGNED ROUTE.</p>
<p>Y - PATTERN</p>	<p>NOTE: ON '3-4 LOOK - SUDDEN CHANGE TO "L" LOOK - POSSIBLE SQUEEZE.</p>
<p>PT BLOCK #2 STACK LOOK, DBL READ #2 TO #3</p>	
<p>PG 3-4 LOOK - DBL READ #1 TO #3. BLOCK #1</p>	
<p>C BLOCK #0. EVEN - CALL LOU OR RAY AND BLOCK WITH GUARD.</p>	<p>H - (GEE) - RUN PATTERN SCOT - SAME AS F ON GEE PROTECTION</p>
<p>OFG BLOCK #1. 3-4 LOOK - CHECK #1 HELP RB. FAN CALL - BLOCK #1 ON LOS</p>	
<p>OFT BLOCK #2. MAKE FAN CALL VS L LOOK. BLOCK #2 ON LOS</p>	<p>BLOCKING VARIATIONS VS NICKEL EVEN LOOK, CENTER CALLS LOU OR RAY TOWARD Y.</p>

OVER BEARS (4-6)

FAN  
POSSIBLE  
SQUEEZE

FAN  
POSSIBLE  
SQUEEZE

3-4 DBL SINK

UNDER

FAN  
POSSIBLE  
SQUEEZE

3-4 SINK WK

UNDER BEARS (4-6)

FAN  
POSSIBLE  
SQUEEZE

(3-6) BEARS

(4-3) 4-2 STG

FAN  
POSSIBLE  
SQUEEZE

(3-4) 4-2 STG

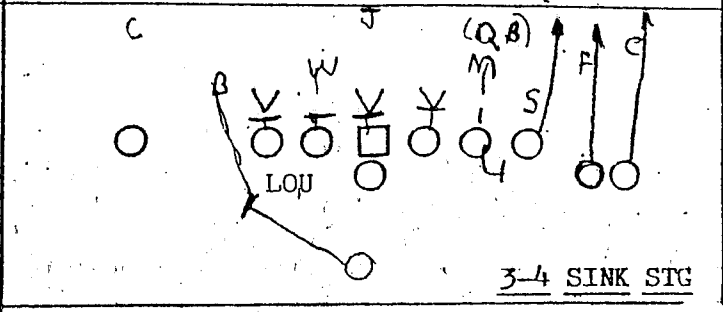
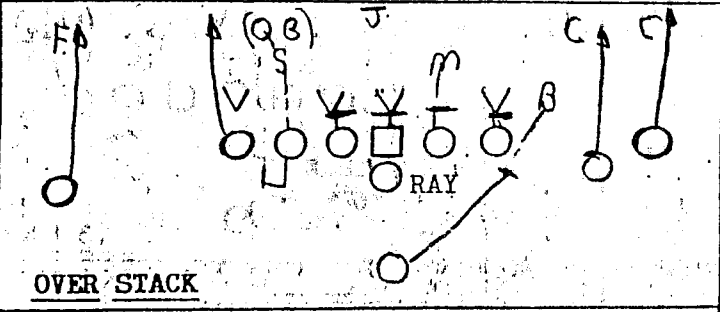
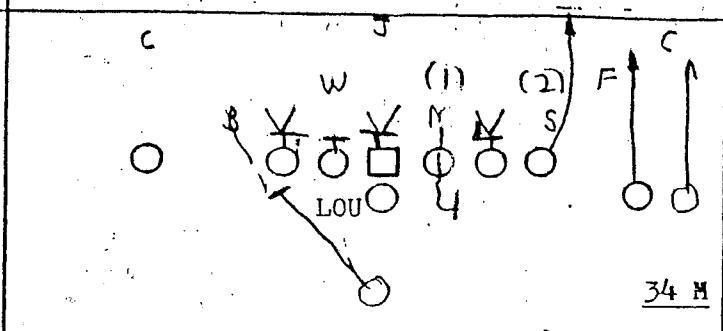
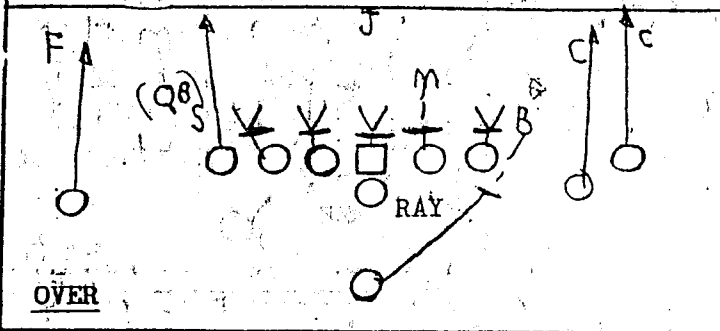
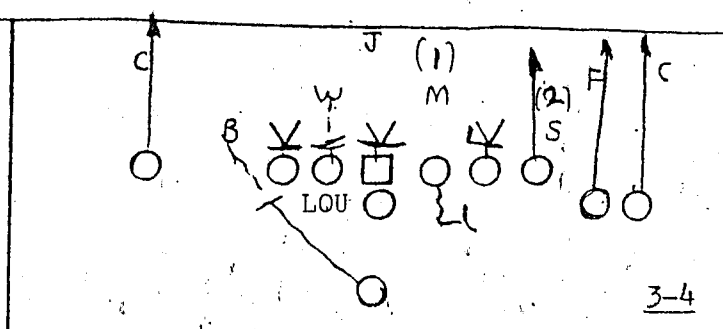
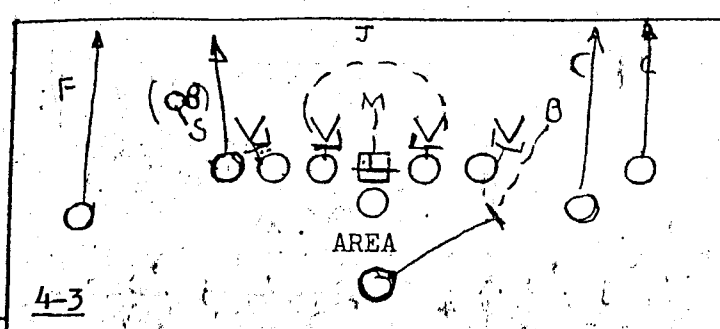
(4-3) 4-2 WEAK

FAN  
POSSIBLE  
SQUEEZE

(3-4) 4-2 WEAK

NICKEL 4-2 2 DEEP

NICKEL 4-2 1 DEEP



PWR - PATTERN

QB

OWR - PATTERN

F - SCOT - PATTERN  
GEE - BLOCK #3

Y - PATTERN

LOU OR RAY YOUR SIDE  
BLOCK #4

PT - SAME AS GEE - SCOT.

PG - SAME AS GEE - SCOT

H - GEE - PATTERN  
SCOT - BLOCK #3

C - SAME AS GEE - SCOT

LOU OR RAY YOUR SIDE  
BLOCK #4

OFG - SAME AS GEE - SCOT.  
SQUEEZE CALL AREA WITH TACKLE

OFT - SAME AS GEE - SCOT.  
MAKE SQUEEZE CALL VS "L" LOOK  
AREA WITH GUARD

BLOCKING VARIATIONS



OVER BEARS (4-6)

SQUEEZE

SQUEEZE

3-4 DBL SINK

UNDER

SQUEEZE

3-4 SINK WK

UNDER BEARS (4-6)

SQUEEZE

SQUEEZE

(3-6) BEARS

(4-3) 4-2 STG

SQUEEZE

SQUEEZE

(3-4) 4-2 STG

(4-3) 4-2 WEAK

RAY

LOU

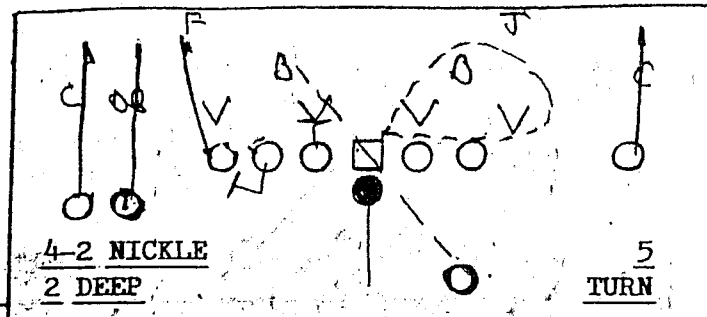
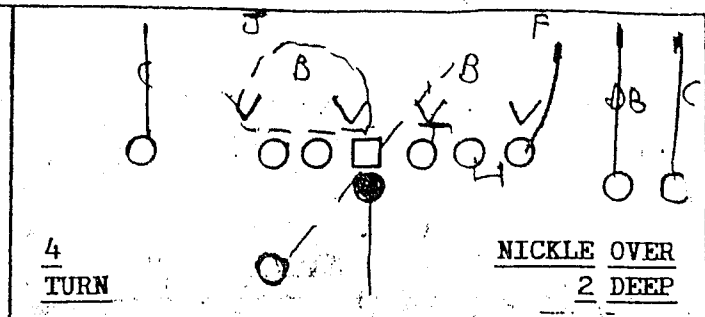
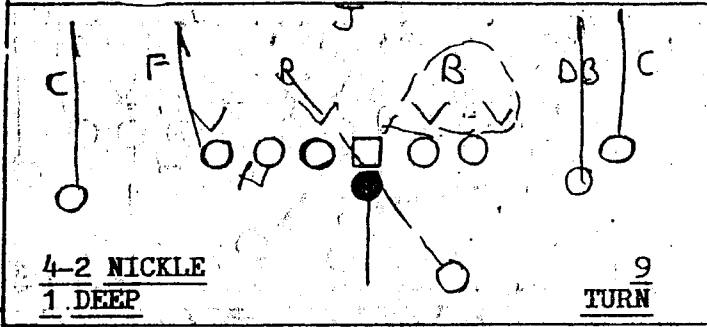
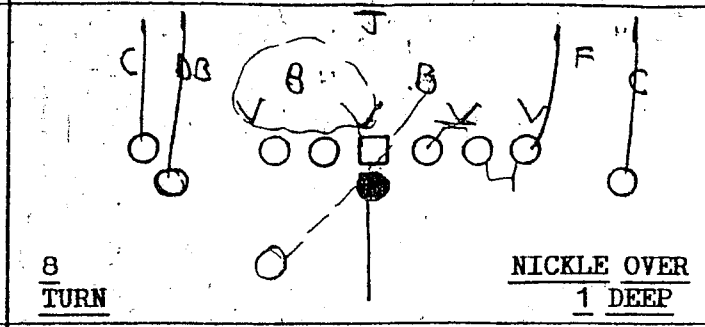
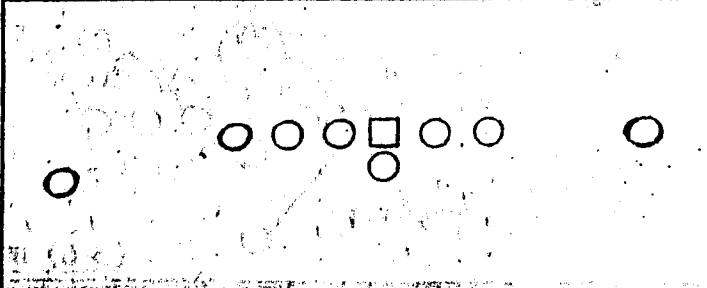
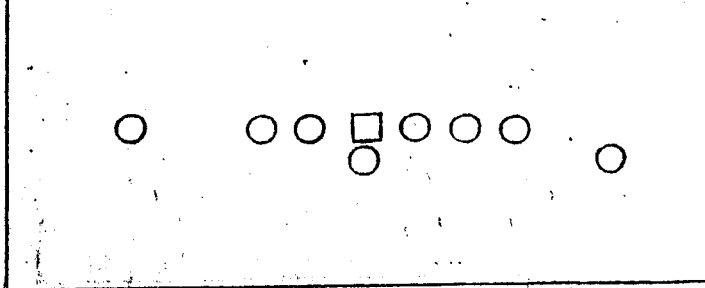
(3-4) 4-2 WEAK

NICKEL 4-2 2 DEEP

SQUEEZE

SQUEEZE

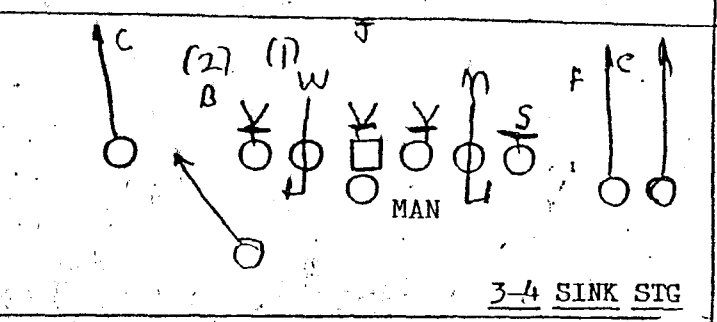
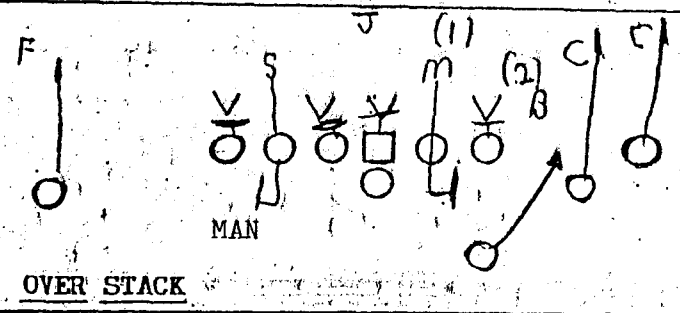
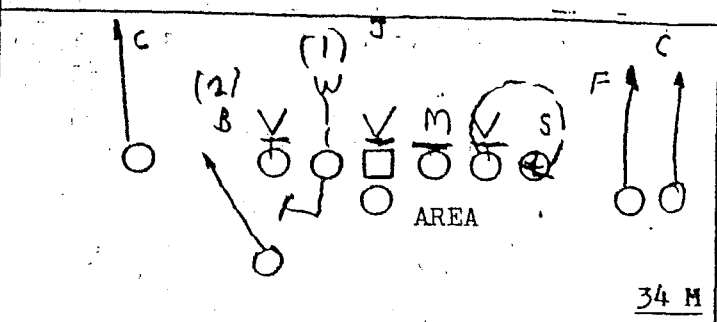
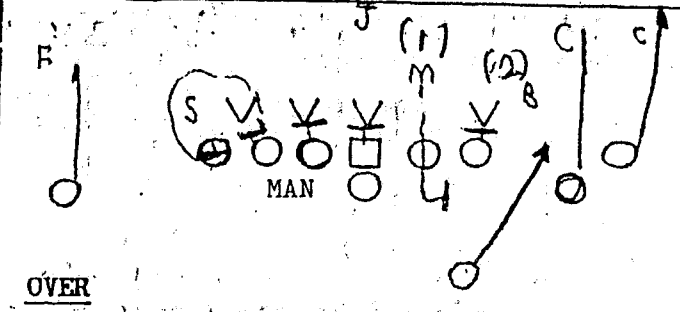
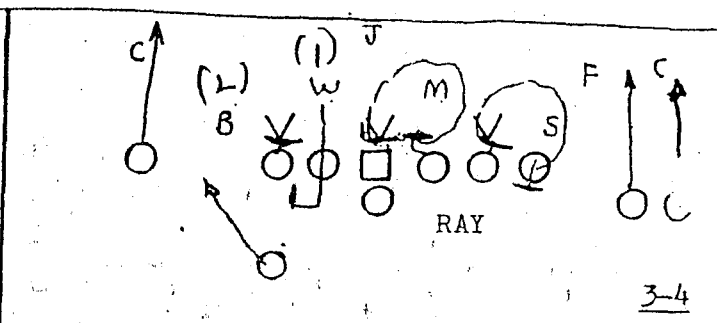
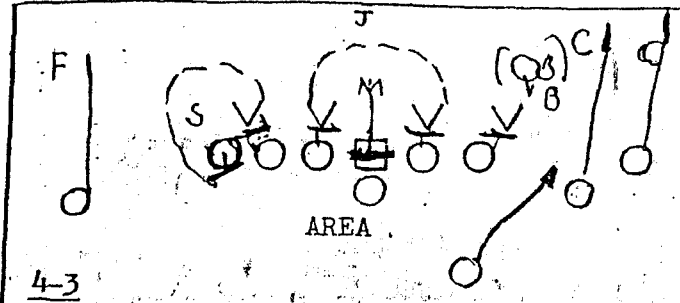
NICKEL 4-2 1 DEEP

 <p>4-2 NICKLE 2 DEEP 5 TURN</p>	 <p>4 TURN NICKLE OVER 2 DEEP</p>
 <p>4-2 NICKLE 1 DEEP 9 TURN</p>	 <p>8 TURN NICKLE OVER 1 DEEP</p>
	
<p>PWR - PATTERN</p>	<p>QB READ TE SIDE FOR SIGHT ADJUSTMENT</p>
<p>OWR - PATTERN</p>	<p>BC BLOCK ANY PERSON OPPOSITE THE DESIGNATED TURN PERSON CALLED.</p>
<p>Y - PATTERN</p>	
<p>PT - BLOCK #2 ON LOS</p>	
<p>PG - BLOCK #1 ON LOS</p>	<p>SLOT - PATTERN</p>
<p>SLIDE PROTECTION CALL TO SIDE OF LB RESPONSIBLE FOR BACK</p>	
<p>OFG - SLIDE PROTECT</p>	
<p>OFT - SLIDE PROTECT</p>	<p>BLOCKING VARIATIONS</p>

FLOOD PROTECTION

FLOOD PROTECTION ALLOWS US TO GET 3 RECEIVERS OUT  
TO THE WEAKSIDE. THE TE (Y) STAYS IN TO BLOCK.

THE WEAK SIDE GUARD OR TACKLE DOUBLE READS IF  
UNCOVERED. THE QB WILL THROW OFF A BLITZ OF BUC  
VS A 4 MAN LINE(AND BUC AND WILL VS A 3 MAN LINE.)



PWR - PATTERN

QB

OWR - PATTERN

H - PATTERN

Y MAKE SLOW CALL. BLOCK #3.  
AREA WITH TACKLE MAN CALL -  
BLOCK #3. LOU OR RAY CALL  
TOWARD YOU BLOCK #4

PT BLOCK #2  
L LOOK - DBL READ #2 TO #3

PG 3-4 LOOK - DBL READ #1 TO #3  
BLOCK #1

C BLOCK #0  
EVEN - CALL LOU OR RAY AND BLOCK  
WITH GUARD

OFG BLOCK #1  
ON LOU OR RAY CALL AREA WITH CENTER

OFT BLOCK #2. AREA WITH Y MAKE MAN  
CALL VS STACK LOOK. LOU OR RAY,  
BLOCK #3

BLOCKING VARIATIONS VS EVEN NICKEL  
LOOK CENTER CALLS LOU OR RAY AWAY FROM Y



OVER BEARS (4-6)

3-4 DBL SINK

UNDER

3-4 SINK WK

UNDER BEARS (4-6)

(3-6) BEARS

(4-3) 4-2 STG

(3-4) 4-2 STG

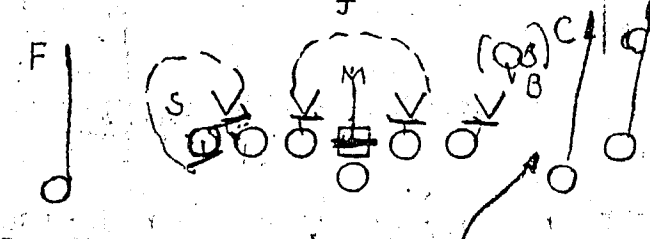
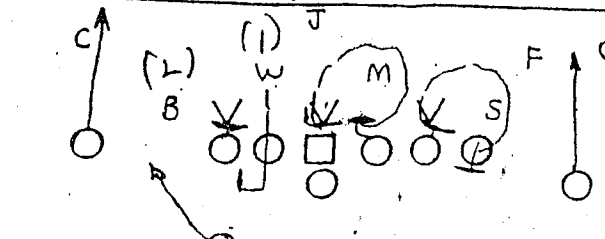
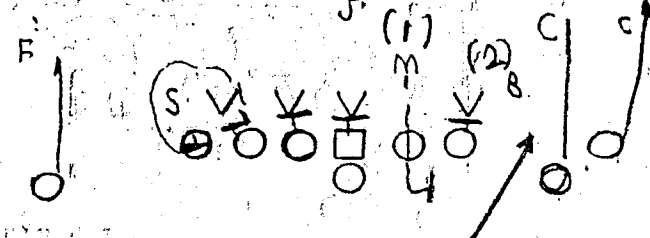
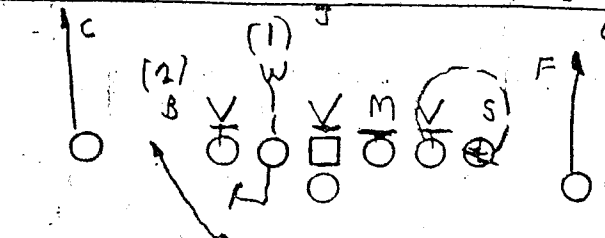
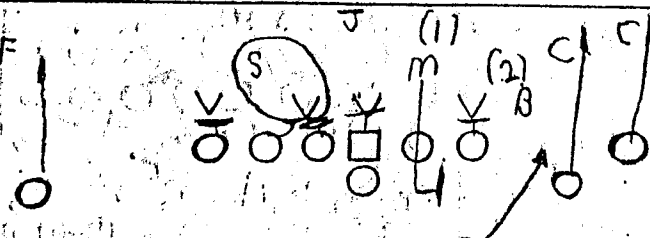
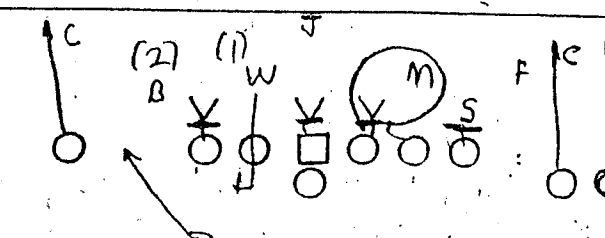
(4-3) 4-2 WEAK

(3-4) 4-2 WEAK

NICKEL 4-2 2 DEEP

NICKEL 4-2 1 DEEP



 <p>4-3</p>	 <p>3-4</p>
 <p>OVER</p>	 <p>3-4 M</p>
 <p>OVER STACK</p>	 <p>3-4 SINK STV</p>
PWR - PATTERN	QB
OWR - PATTERN	
MAKE SLOW CALL BLOCK #3 - AREA WITH TACKLE. SQUEEZE CALL - BLOCK #3. LOU OR RAY TOWARD YOU BLOCK #4	F - PATTERN
BLOCK #2 PT L LOOK DBL READ #2 TO #3	
3-4 LOOK DBL READ #1 TO #3 PGA BLOCK 1	
BLOCK #0. EVEN - CALL LOU OR RAY BEARS - CALL SQUEEZE TO SIDE OF	H - PATTERN
OFG BLOCK #1	
BLOCK #2 OFT CALL SQUEEZE VS STACK	BLOCKING VARIATIONS

OVER BEARS (4-6)CENTER CALLS  
SQUEEZE LT

SQUEEZE

3-4 DBL SINKUNDER3-4 SINK WKUNDER BEARS (4-6)CENTER CALLS  
SQUEEZE LTCENTER CALLS  
SQUEEZE RT(3-6) BEARS(4-3) 4-2 STG(3-4) 4-2 STG

SQUEEZE

(4-3) 4-2 WEAK

SQUEEZE

(3-4) 4-2 WEAK

SQUEEZE

NICKEL 4-2 2 DEEP

SQUEEZE

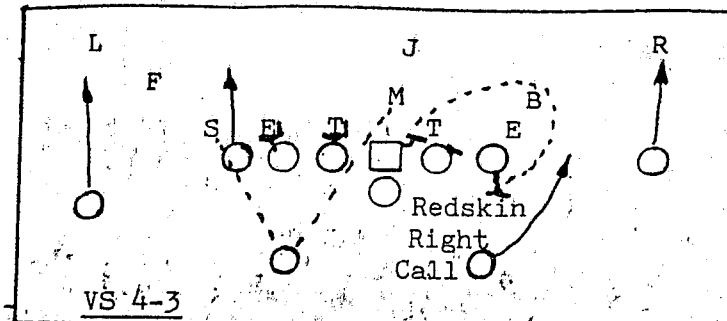
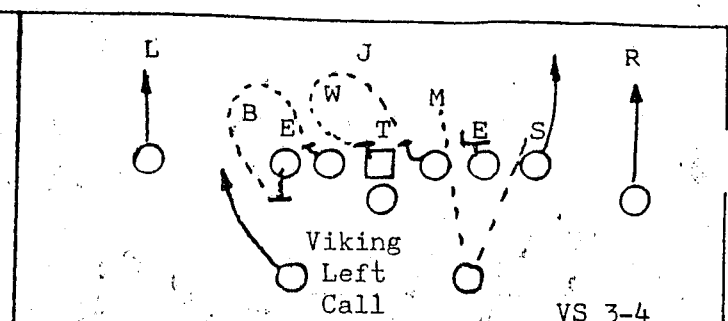
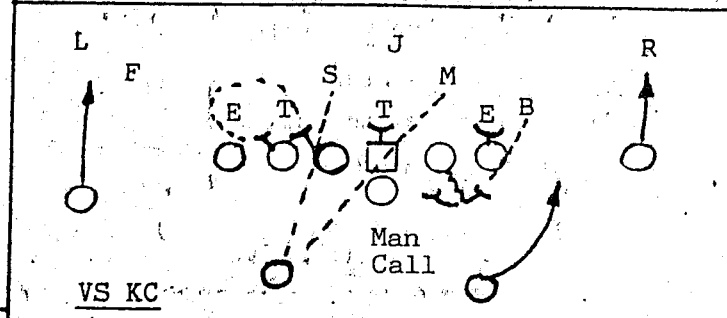
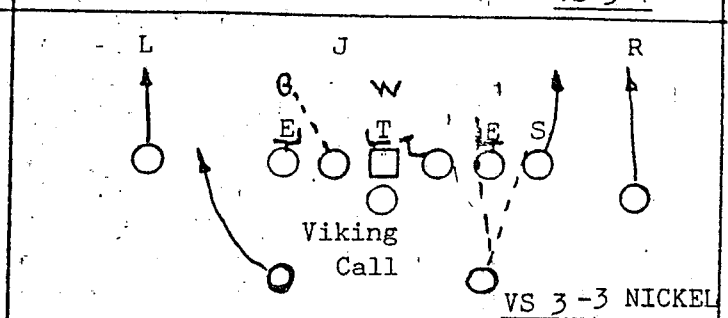
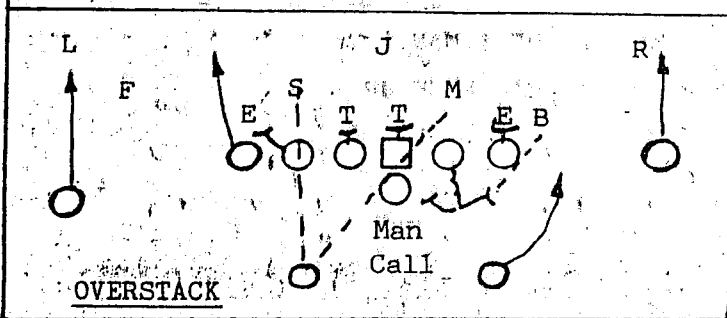
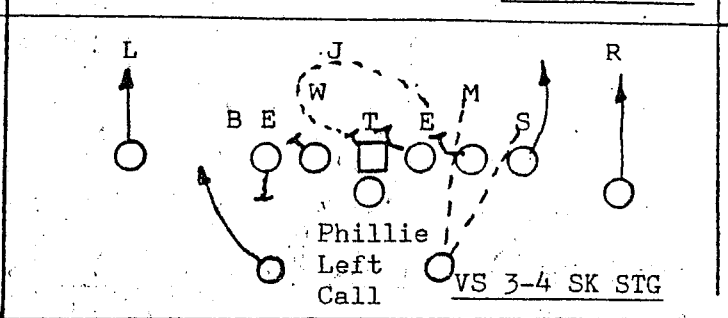
NICKEL 4-2 1 DEEP

BEARS/CUBS SERIES

THIS SERIES IS A PROTECTION CALL THAT ALLOWS US TO GET  
A DESIGNATED BACK INTO THE PATTERN WITHOUT HAVING SWING  
PICK-UP. BY THE SERIES CALLED BEARS/CUBS THE LINE  
WILL USE A SLIDE TYPE OF PROTECTION, EITHER TO OR AWAY  
FROM THE Y MAN. THE REMAINING BACK HAS DUAL PICK-UP  
AWAY FROM PROTECTION CALLED.

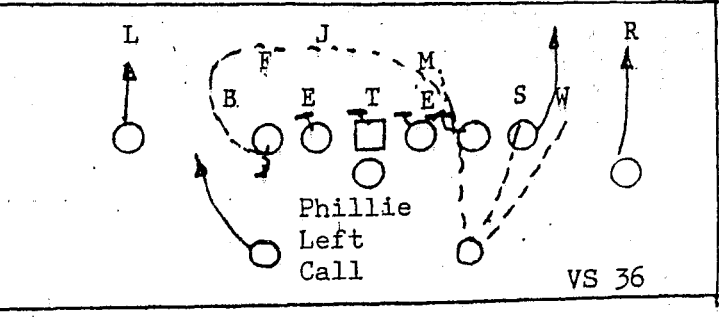
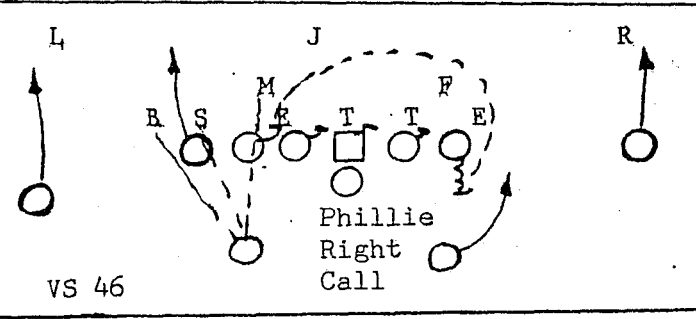
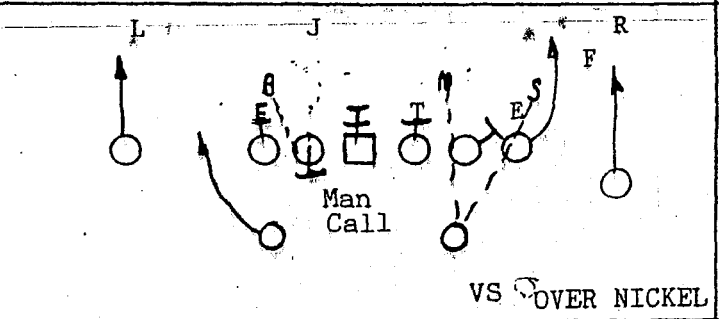
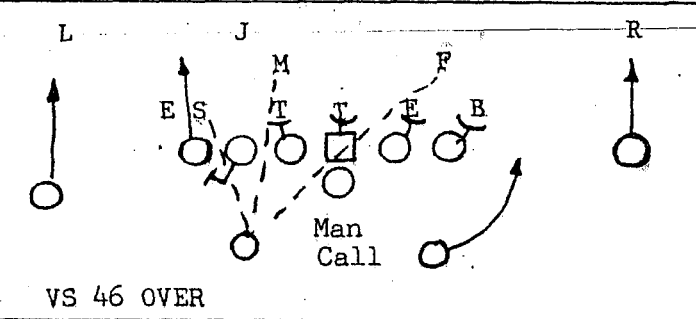
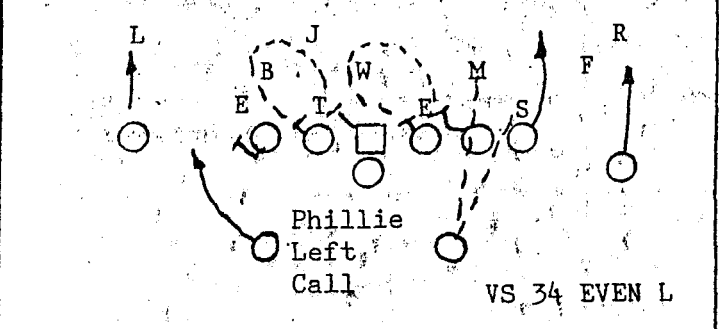
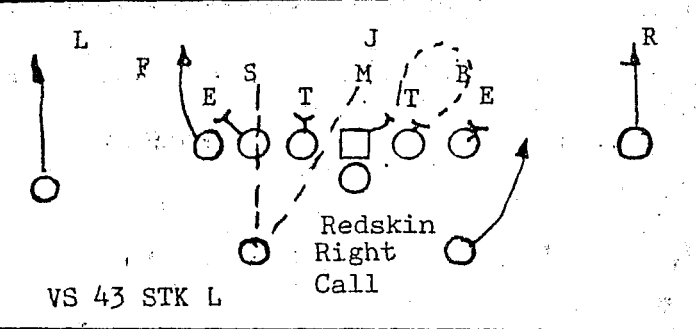
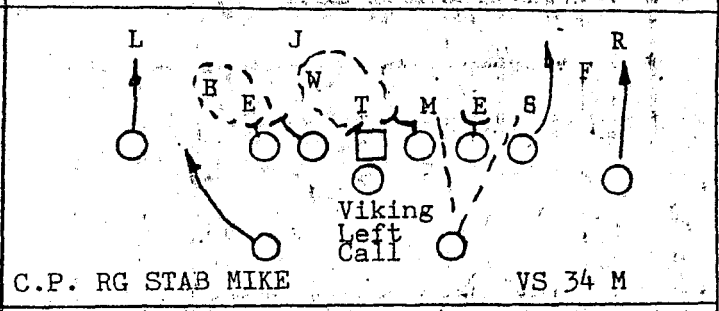
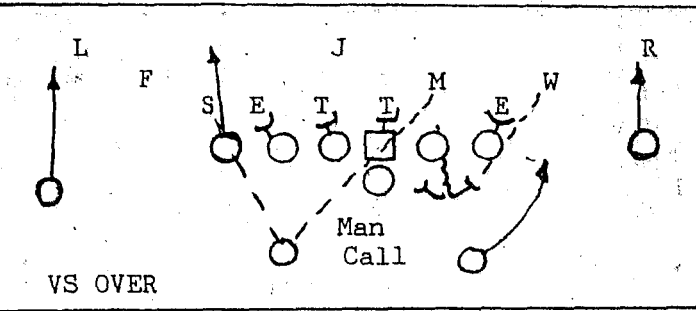
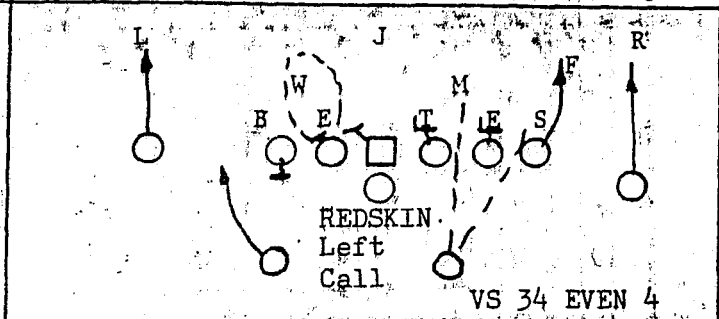
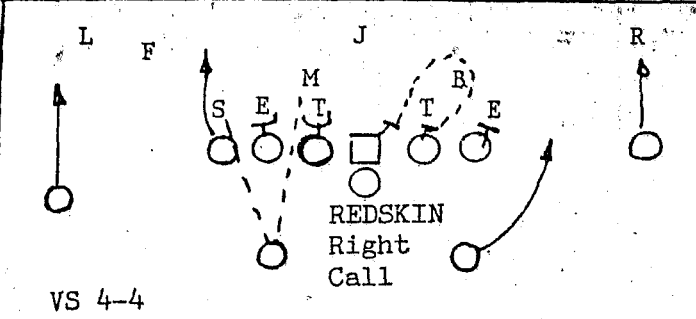
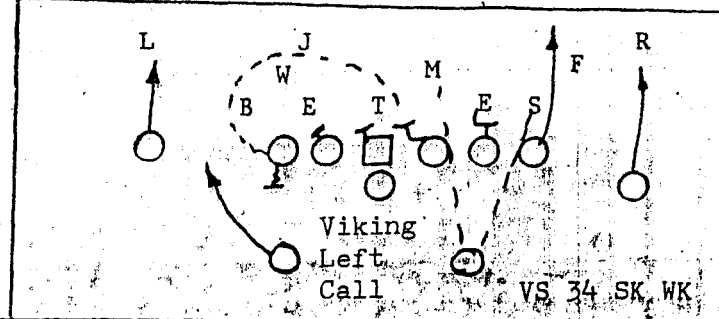
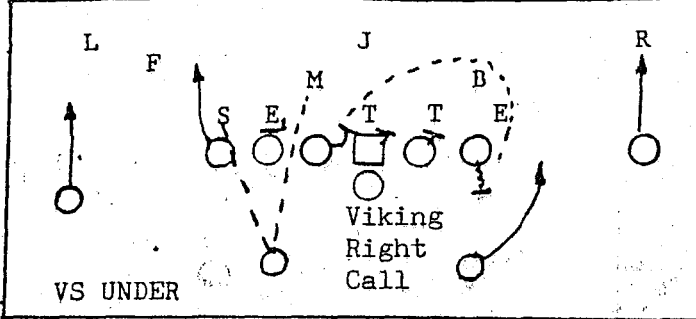
BEARS - THE LINEMEN SLIDE TO THE Y MAN.  
THE REMAINING BACK DUAL PICK-UP  
AWAY FROM Y MAN.

CUBS - THE LINEMEN SLIDE AWAY FROM THE  
Y MAN. THE REMAINING BACK DUAL  
PICK-UP TO THE Y MAN.

 <p>VS 4-3</p> <p>Redskin Right Call</p>	 <p>VS 3-4</p> <p>Viking Left Call</p>
 <p>VS KC</p> <p>Man Call</p>	 <p>VS 3-3 NICKEL</p> <p>Viking Call</p>
 <p>OVERSTACK</p> <p>Man Call</p>	 <p>VS 3-4 SK STG</p> <p>Phillie Left Call</p>
<p>PWR PATTERN</p>	<p>QB</p>
<p>OWR PATTERN</p>	<p>BACK AWAY Y - N.S.P.U. YOU HAVE A FREE RELEASE.</p>
<p>Y PATTERN</p>	<p>BACK TO Y HAS A DOUBLE RESPONSE.</p>
<p>PT BLOCK DEFENSIVE END. ALERT PHILLIE RT/PHILLIE LT. CALLS.</p>	<p>MAC TO STUB A SET WITH ONE BACK IN BACKFIELD YOU HAVE PICK UP.</p>
<p>PG BLOCK DEFENSIVE TACKLE. ALERT PHILLIE OR VIKING RT/LT CALLS.</p>	<p>BACK TO Y - S.P.U. 1st INSIDE TO 1st. OUTSIDE LB TO Y SIDE. VS 43 LOOK</p>
<p>C MAKE PROPER CALL TO SLIDE THE PROTECTION AWAY FROM THE FORMATION CALLED. VS EVEN DEFENSES, REDSKIN CALL VS ODD DEFENSES VIKING PHILLIE OR MAN.</p>	<p>BLOCK MAC TO STUB</p>
<p>OFG CONTROL GAP TO OUTSIDE BE ALERT FOR MAN CALL.</p>	<p>REMAINING BACK HAS A FREE RELEASE.</p>
<p>OFT BLOCK OUTSIDE GAP ON VIKING PHILLIE AND REDSKIN CALLS.</p>	<p>A SET WITH ONE BACK IN BACKFIELD YOU HAVE PICK UP</p>
	<p>BLOCKING VARIATIONS</p>

# PLAY CUES PROTECTION (LEFT FORMATION)

# PLAY CUES PROTECTION (RIGHT FORMATION)



COW/(BULL)/CALF PROTECTION

THIS PROTECTION IS USED IN NICKEL SITUATIONS WHEN WE DON'T EXPECT A BLITZ. WE CAN RELEASE 5 RECEIVERS INTO THE PATTERN WITHOUT SWING PICKUP. VS 4 MAN LINES THE LINE SLIDES TO STUB (IN BULL PROTECTION) OR BUC (IN COW AND CALF PROTECTION). THE TACKLE OPPOSITE THE SLIDE DOUBLE READS MAC TO THE OUTSIDE RUSHER.

VS 3 MAN LINES THE PLAYSIDE LINEMAN BLOCK SCOT. THE OFFSIDE LINEMAN BLOCK SCAT.

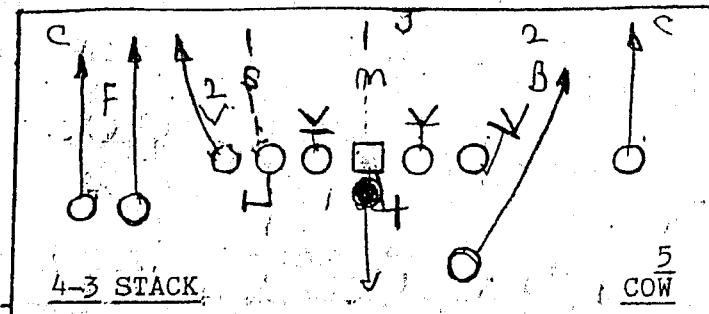
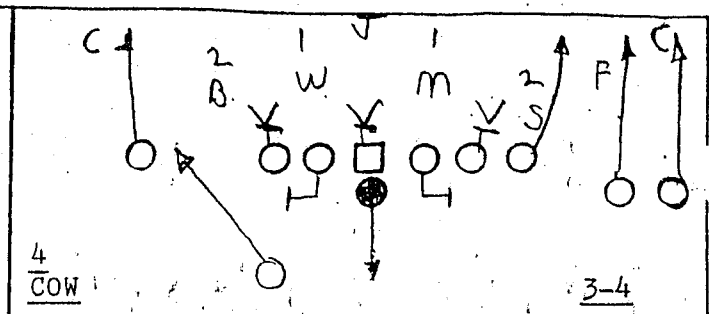
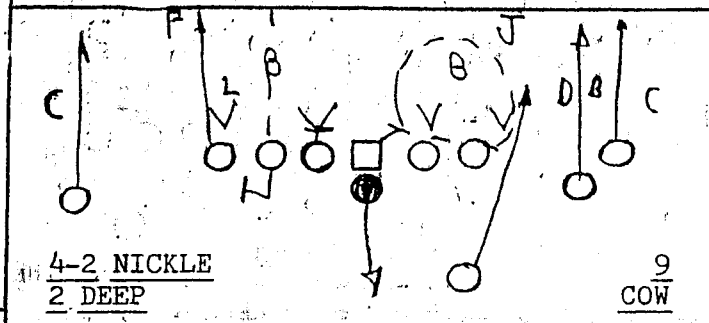
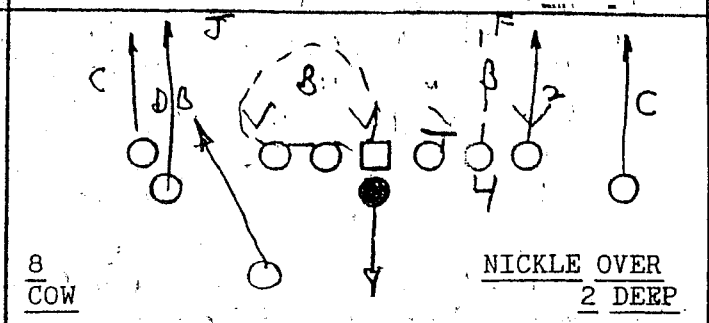
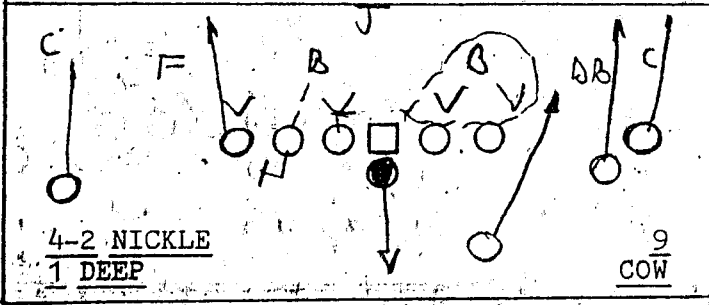
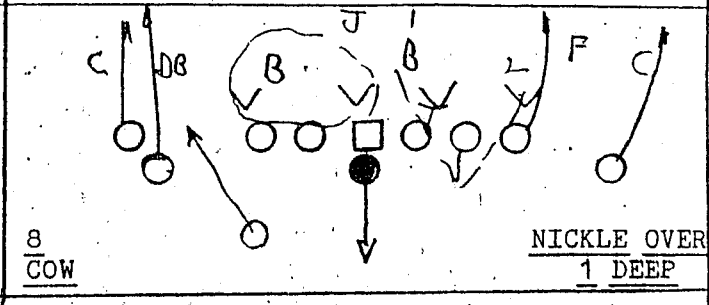
VS A 4-3 THE CENTER AREA BLOCKS.

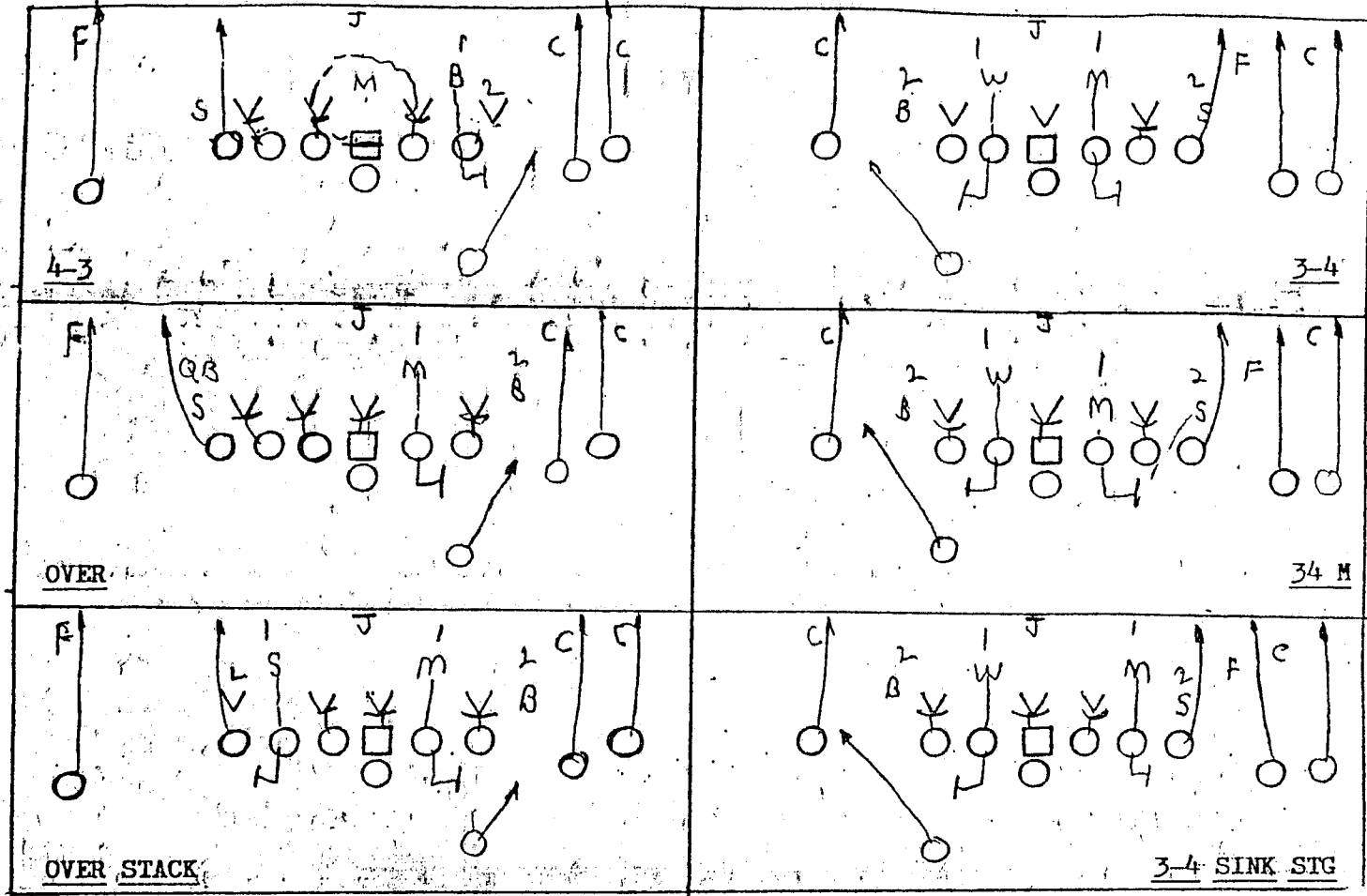
COW PROTECTION - BACK RELEASES AS IN BULL. LINE BLOCKS AS IN CALF.

<p>4-3</p>	<p>3-4</p>
<p>OVER</p>	<p>34 H</p>
<p>OVER STACK</p>	<p>3-4 SINK STG</p>
<p>PWR - PATTERN</p>	<p>QB</p>
<p>OWR - PATTERN</p>	
<p>Y - PATTERN</p>	
<p>PT - VS STACK LOOK - DBL READ #2 TO #3 VS 3-4 LOOK - BLOCK #2 - VS NICKEL UNDER LOOK - DBL READ #1 TO #2</p>	<p>H - PATTERN</p>
<p>PG - VS 3-4 LOOK - DBL READ #1 TO #3 VS EVEN LOOK - BLOCK #1 VS NICKEL UNDER LOOK - DBL READ WEAK C:P. VIKING CALL</p>	
<p>C - VS 3-4 LOOK - BLOCK #0 VS EVEN LOOK - AREA VS NICKEL EVEN LOOK - POSSIBLE REDSKIN CALL VS NICKEL UNDER LOOK - POSSIBLE VIKING CALL</p>	<p>F - PATTERN</p>
<p>OFG - VS 3-4 LOOK - DBL READ #1 TO #3 BLOCK #1 ON VIKING CALL OR REDSKIN CALL - SLIDE</p>	
<p>OFT - VS "L" LOOK - DBL READ #2 TO #3 BLOCK #2 ON VIKING OR REDSKIN CALL - SLIDE</p>	<p>BLOCKING VARIATIONS - BEARS CALL - PT DBL READS MAC TO OUTSIDE RUSHER</p>

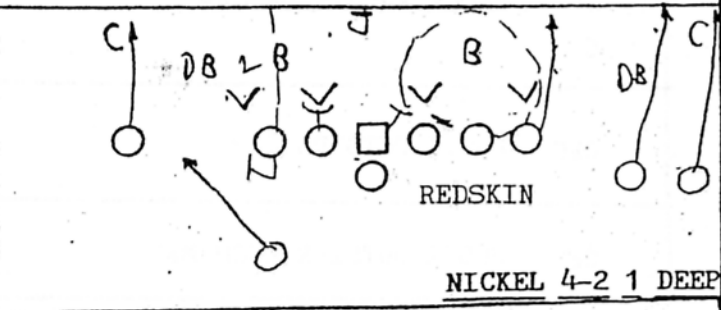
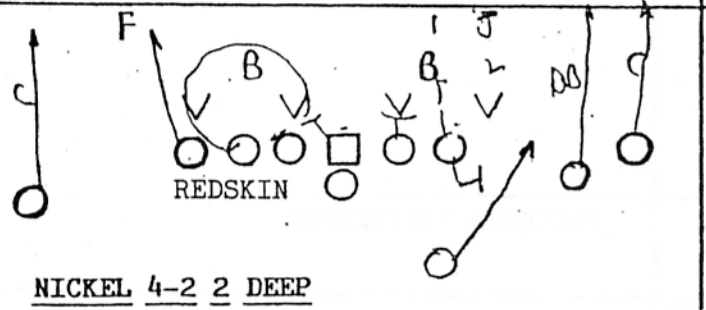
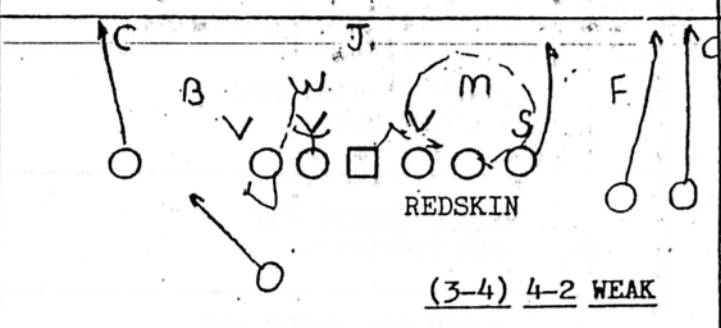
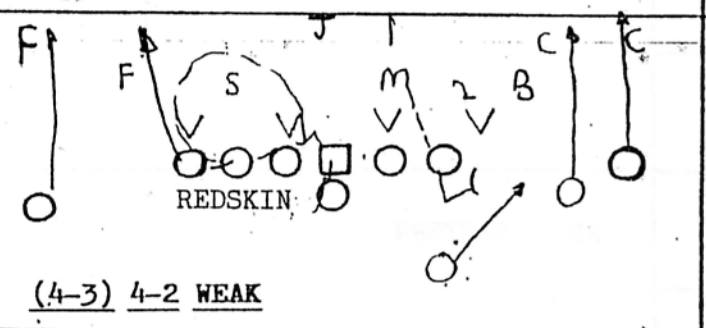
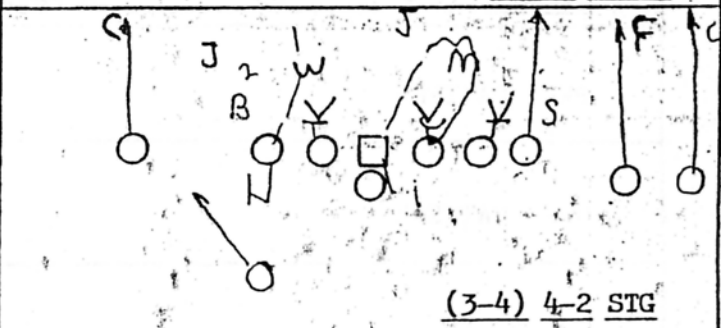
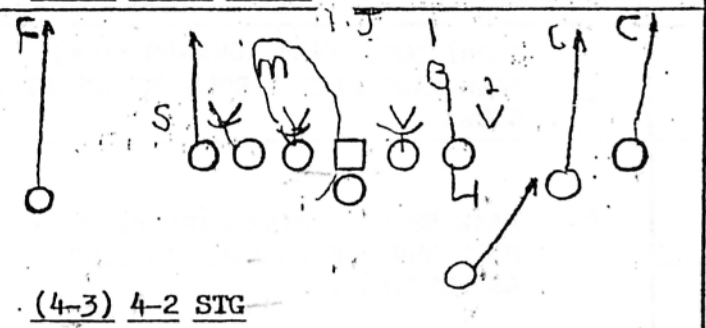
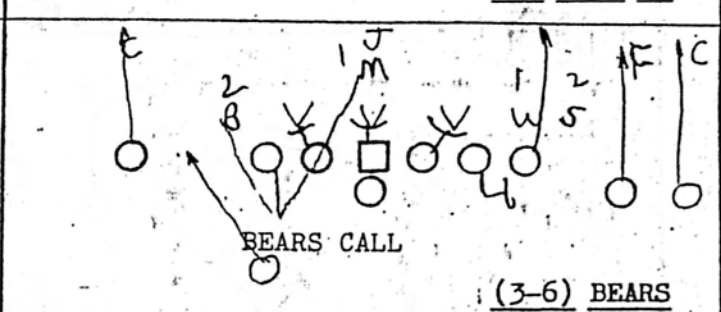
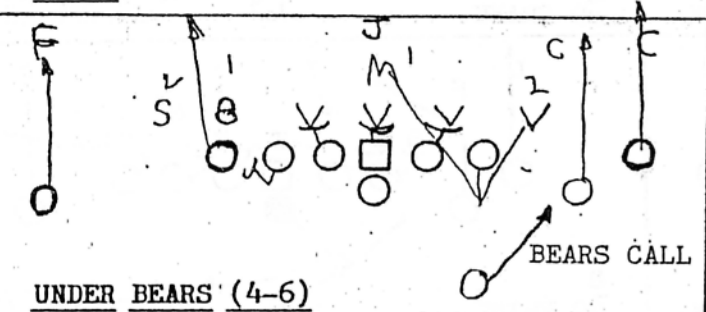
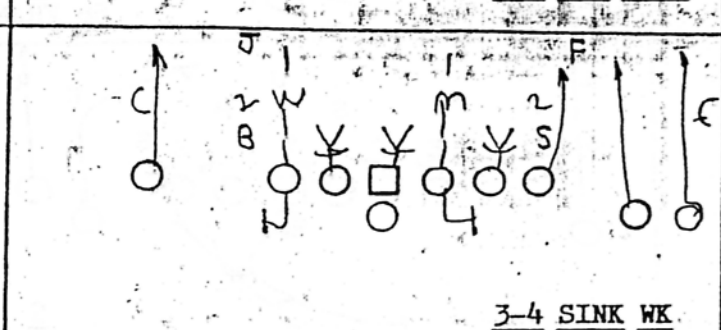
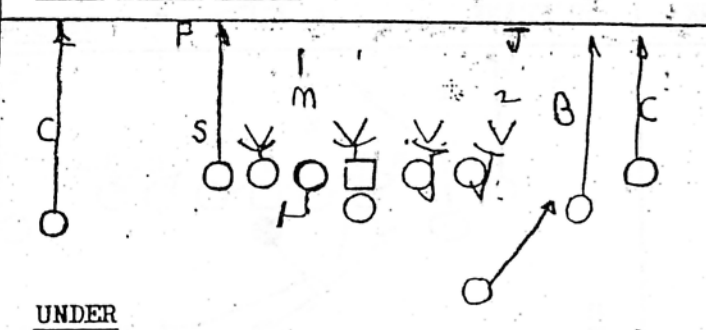
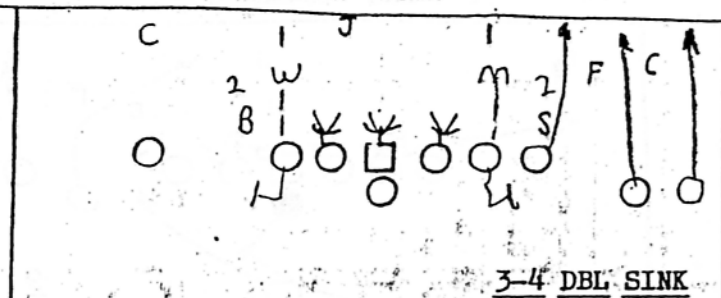
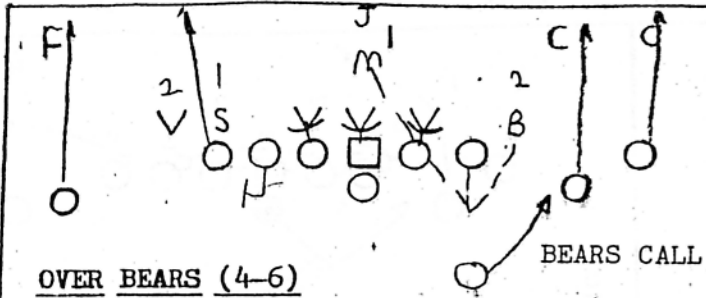


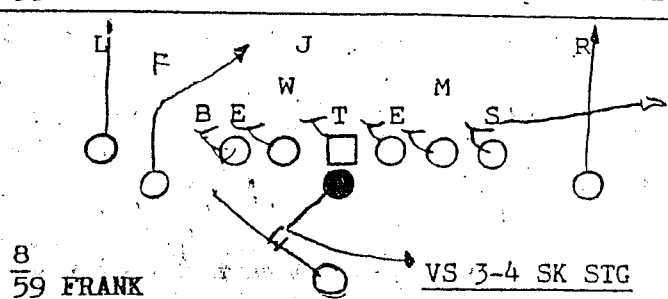
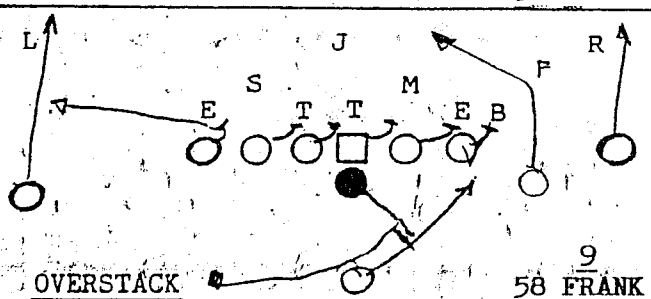
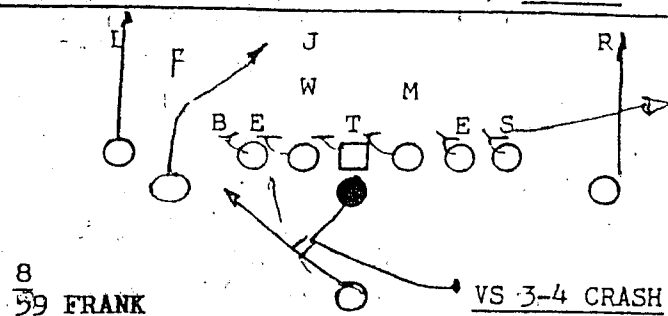
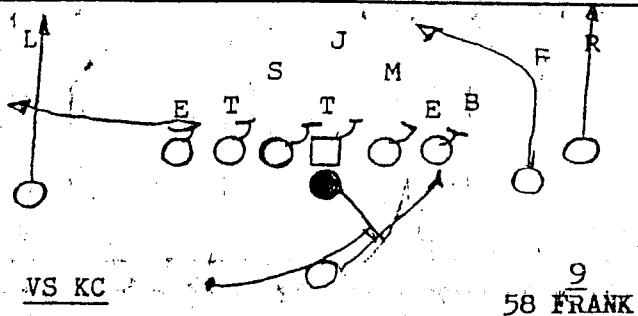
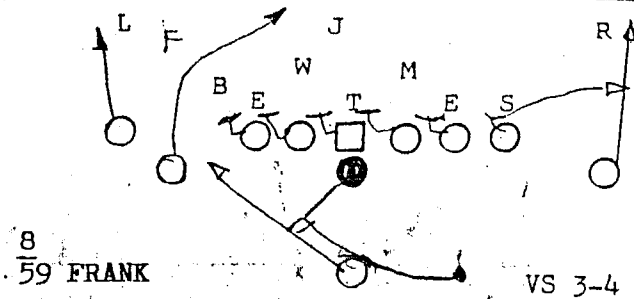
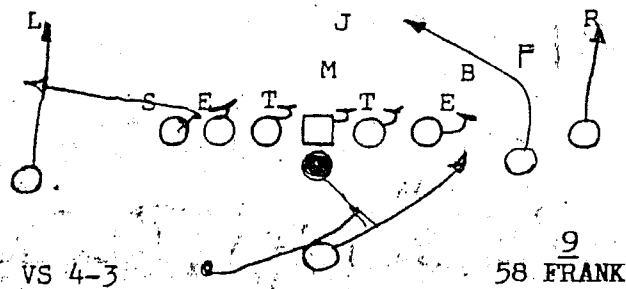


 <p>4-3 STACK</p> <p>5 COW</p>	 <p>4 COW</p> <p>3-4</p>
 <p>4-2 NICKLE 2 DEEP</p> <p>9 COW</p>	 <p>8 COW</p> <p>NICKLE OVER 2 DEEP</p>
 <p>4-2 NICKLE 1 DEEP</p> <p>9 COW</p>	 <p>8 COW</p> <p>NICKLE OVER 1 DEEP</p>
<p>PWR - PATTERN</p>	<p>QB MUST READ TE SIDE FOR SIGHT ADJUSTMENT</p>
<p>OWR - PATTERN</p>	<p>BC PATTERN</p>
<p>I PATTERN</p>	
<p>PT SAME AS CALF</p>	
<p>PG SAME AS CALF</p>	
<p>C SAME AS CALF</p>	<p>SLOT - PATTERN</p>
<p>OFG SAME AS CALF</p>	
<p>OFT SAME AS CALF</p>	<p>BLOCKING VARIATIONS</p>



PWR - PATTERN	QB
OWR - PATTERN	
Y - PATTERN	H - PATTERN
PT VS "L" LOOK DBL READ #2 TO #3 VS 3-4 LOOK BLOCK #2 VS NICKEL OVER DBL READ #1 TO #2	
PG VS 3-4 LOOK, DBL READ #1 TO #3 VS NICKEL OVER LOOK-DBL READ STRONG VS EVEN LOOK - BLOCK #1	F - PATTERN
C VS 3-4 LOOK, BLOCK #0 VS EVEN LOOK, AREA (INCLUDES 4-3) VS NICKEL EVEN - CALL REDSKIN VS NICKEL OVER - CALL VIKING	
OFG VS 3-4 LOOK DBL READ #1 TO #3. BLOCK #1 - ON VIKING OR REDSKIN CALL - SLIDE	
OFT VS STACK LOOK - DBL READ #2 TO #3 BLOCK #2 - ON VIKING OR REDSKIN CALL - SLIDE	BLOCKING VARIATIONS BEARS CALL - PT DBL READS MAC TO OUTSIDE RUSHER





PWR PATTERN

FRONT OUT, FAKE TOWARDS BACK;  
QB BALL HAND FAKE & ROLL TO OPPOSITE  
SIDE

OWR PATTERN

BC FAKE 58/59. MAKE HARD FAKE TO  
SELL RUN. HOLD FAKE AS LONG  
AS POSSIBLE.

Y BLOCK INSIDE GAP, PATTERN

PT BLOCK INSIDE GAP,  
CTR TECHNIQUE

PG BLOCK INSIDE GAP  
CTR TECHNIQUE

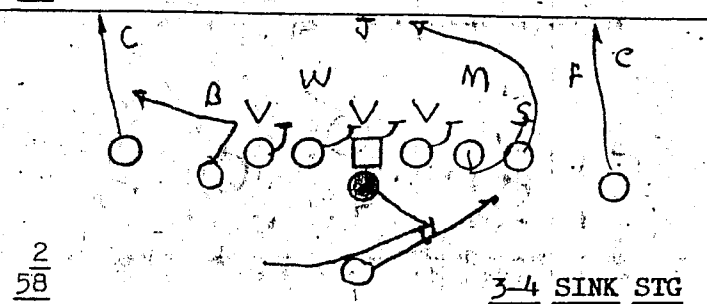
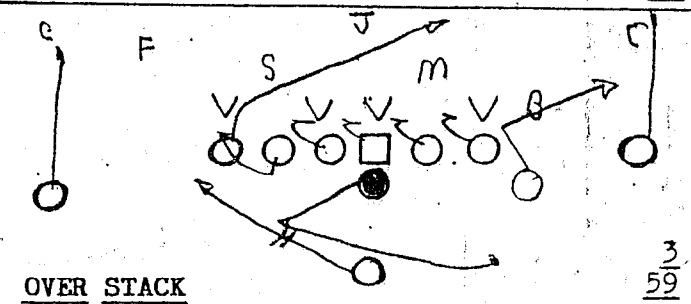
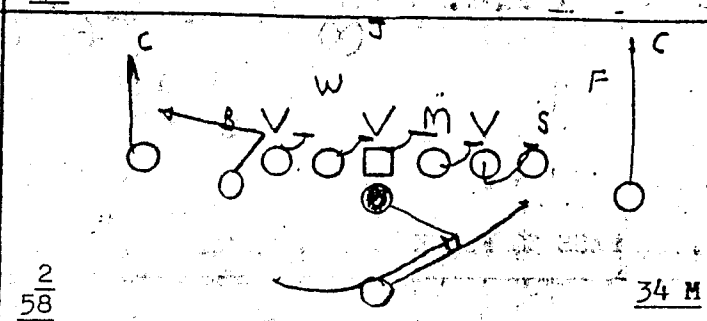
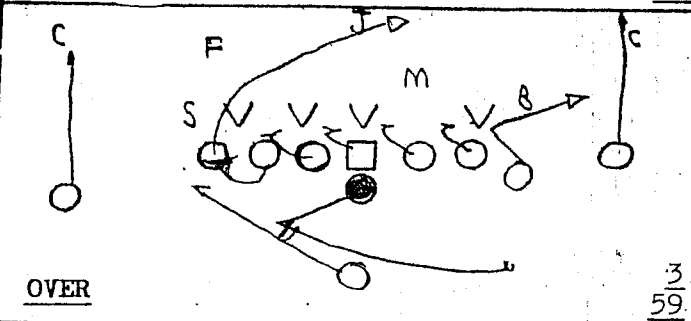
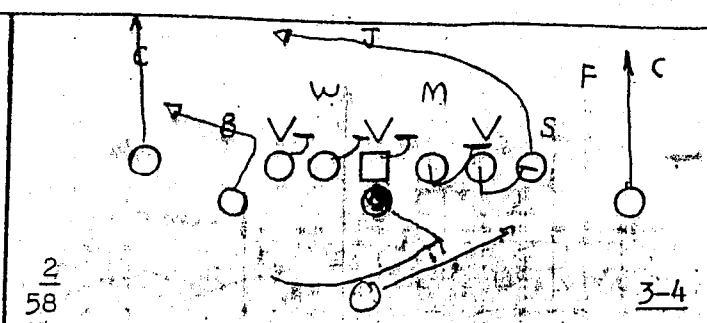
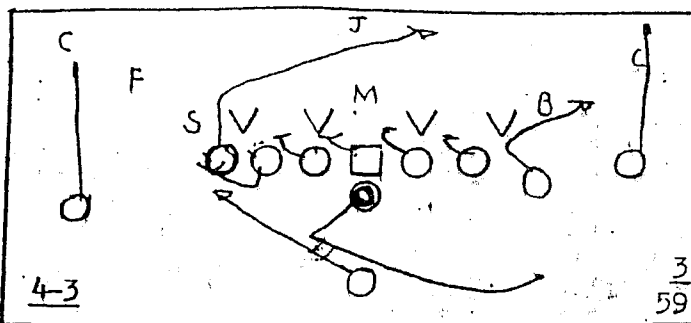
RB PATTERN

C BLOCK FRONTSIDE GAP

OFG BLOCK OUTSIDE GAP

OFT BLOCK OUTSIDE RUSH MAN

BLOCKING VARIATIONS



PWR - PATTERN

QB

OWR - PATTERN

BC FAKE 58 59, MAKE HARD FAKE  
TO SELL RUN. HOLD FAKE AS LONG  
AS POSSIBLE.

Y - PATTERN

PT - INSIDE GAP

RB INSIDE GAP - PATTERN

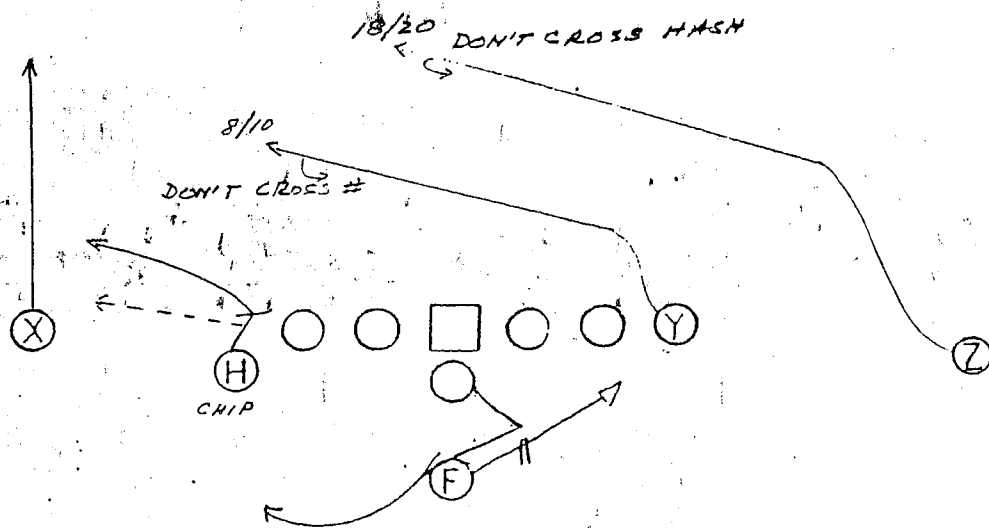
PG - INSIDE GAP

C - FRONTSIDE GAP

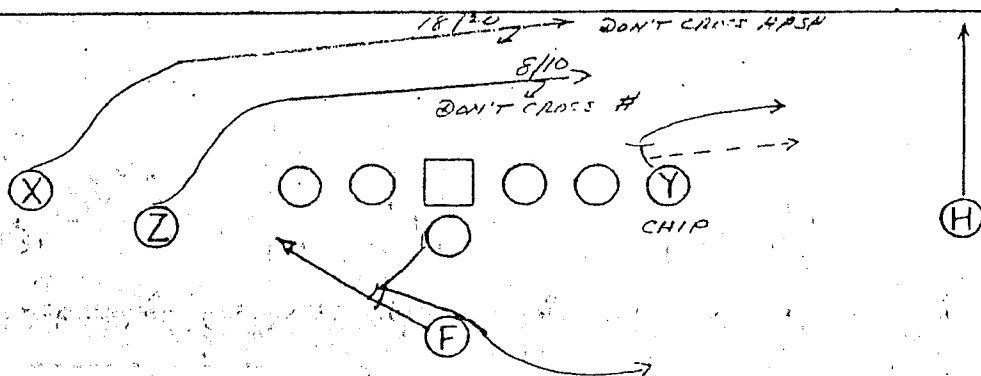
OFG - FRONTSIDE GAP

BLOCKING VARIATIONS

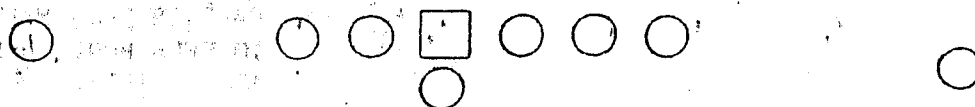
OFT - FRONTSIDE GAP (PULL)

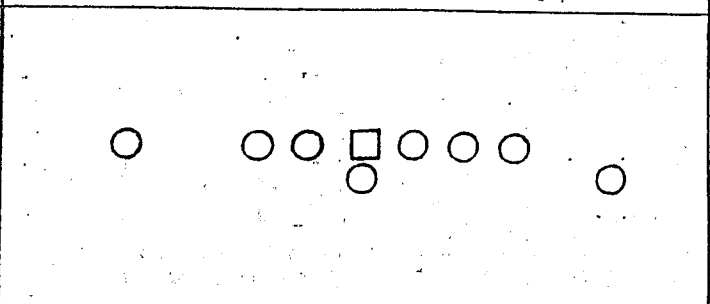
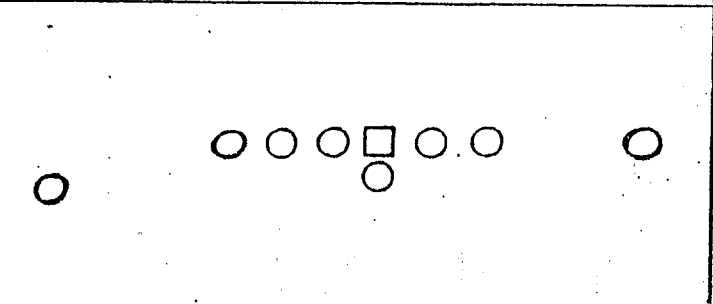
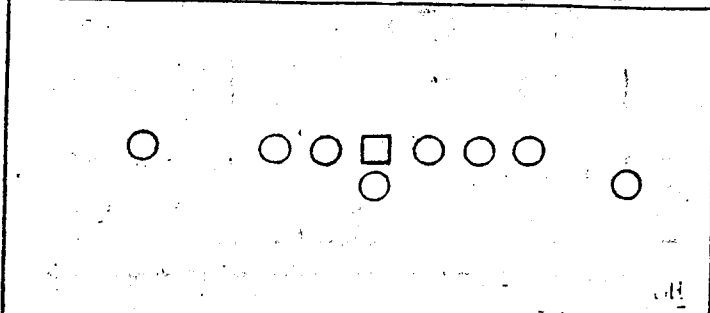
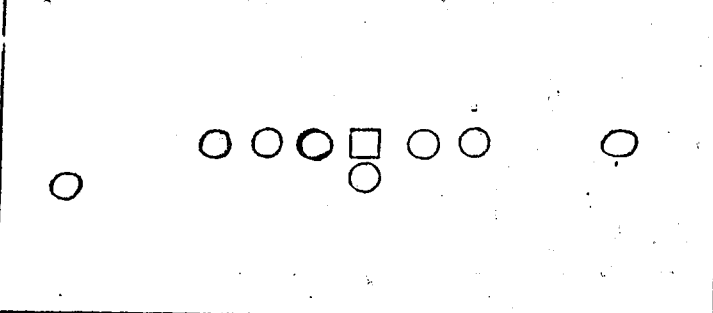
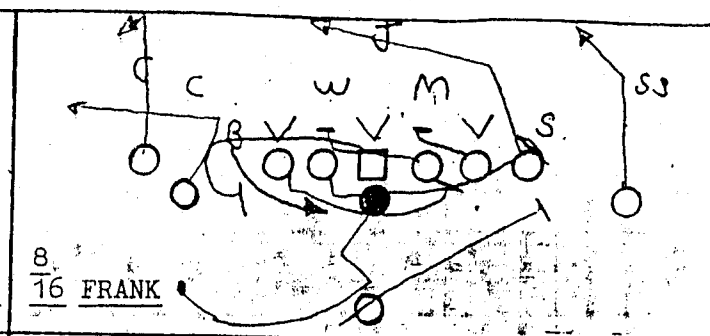
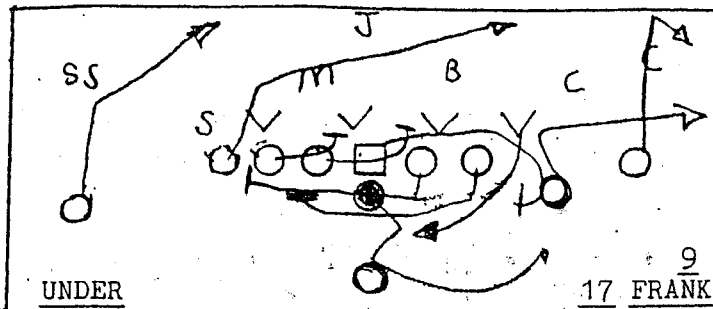


PASS 58 FRANK



PASS 59 FRANK





PWR RUN ASSIGNED ROUTE

QB FAKE 16/17 - ROLL OUT PAST TACKLE  
WORK PATTERN SHORT TO LONG

OWR RUN ASSIGNED ROUTE

BC A GOOD FAKE OF PLAY CALLED BLOCK  
ANYTHING THAT CROSSES YOUR FACE  
FROM OUTSIDE. N/T RUN ARROW

Y RUN ASSIGNED ROUTE

PT PULL PAST CENTER AND  
LOOK FOR LEAKAGE

PG PULL AS IN (17) (16) AND BLOCK  
1st DEFENDER PAST OFT'S BLOCK

H RUN ASSIGNED ROUTE

C BLOCK BACK AS IN (16) (17).  
LET DEFENDER CROSS YOUR FACE.  
PEEL BACK, PROTECT QB

OFG BLOCK BACK. SLIDE ALONG LOS  
PROTECT QB.

BLOCKING VARIATIONS

OFT BLOCK BACK. SLIDE ALONG  
LOS. PROTECT QB.

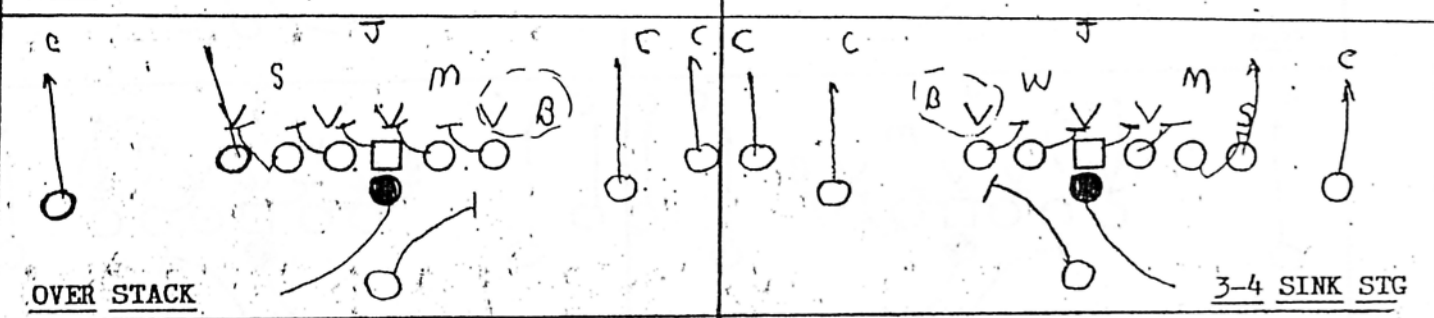
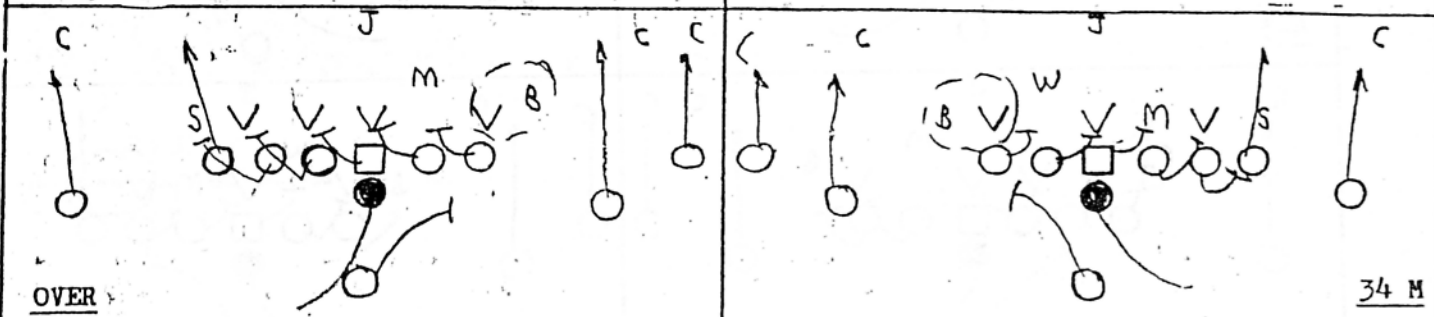
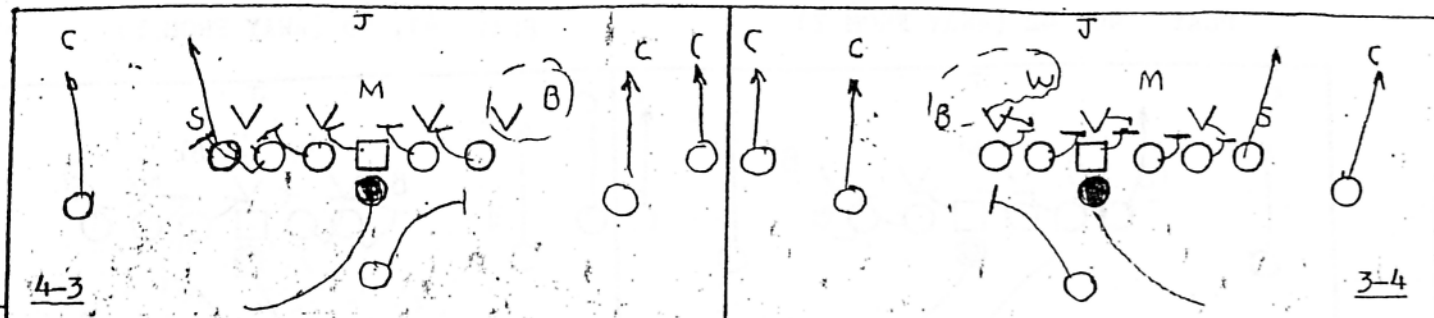
WAGGLES

40 41 42 43 (TO Y)

40 41 42 43 (AWAY FROM Y)

FLOOD 40 41 42 43





PWR - PATTERN

QB 5 STEP ROLL - SET UP BEHIND TACKLE

OWR - PATTERN

BC STEP OPPOSITE, CALL BLOCK INSIDE TO OUTSIDE.

Y - PATTERN

PT - BLOCK WIDEST RUSHER, PLAYSIDE GAP

PG - BLOCK PLAYSIDE GAP

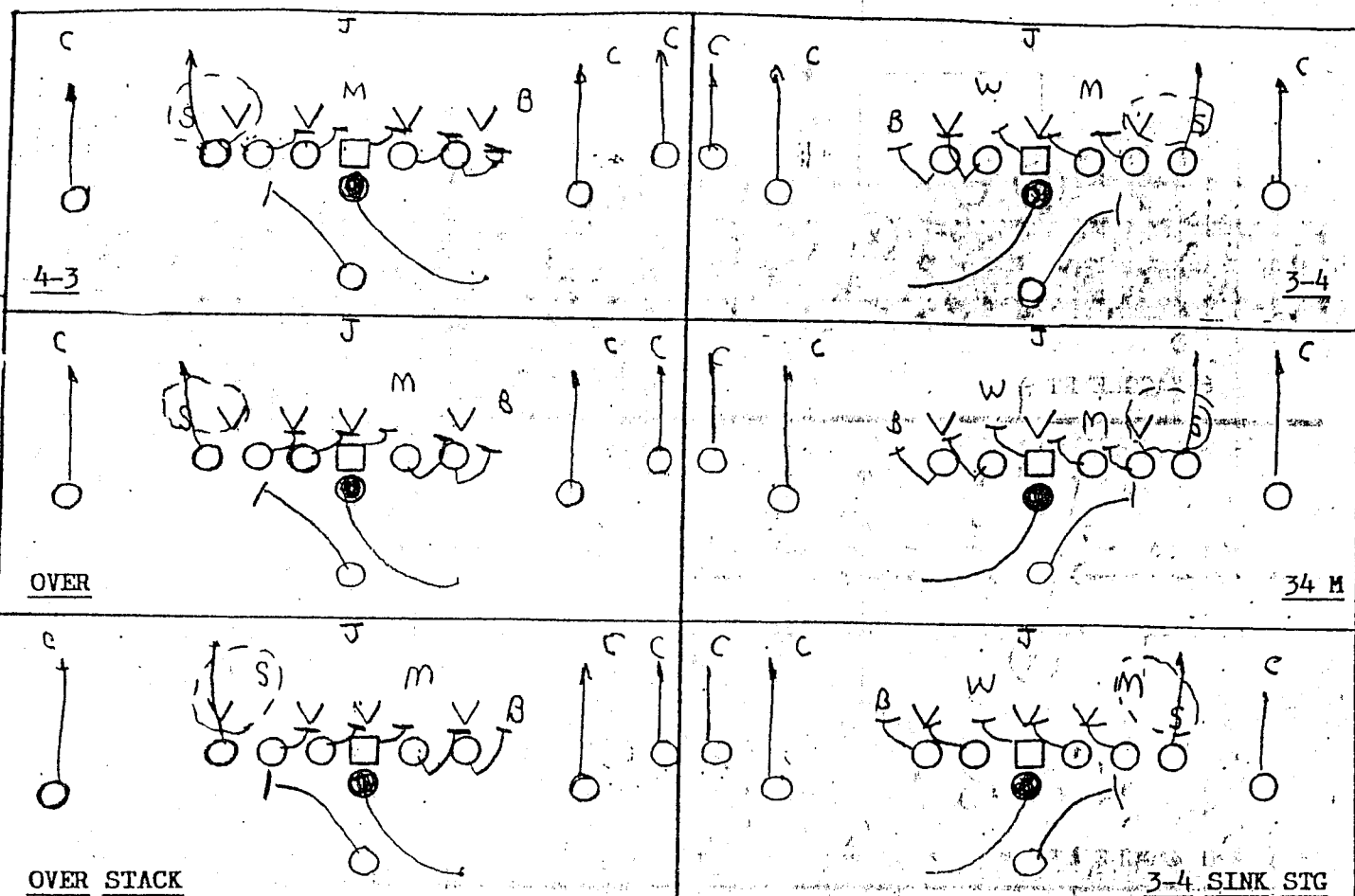
SLOT - PATTERN

C - BLOCK PLAYSIDE GAP

OFG - BLOCK PLAYSIDE GAP

BLOCKING VARIATIONS

OFT - BLOCK PLAYSIDE GAP



PWR - PATTERN

QB 5 STEP ROLL - SET UP BEHIND TACKLE

OWR - PATTERN

BC STEP OPPOSITE THE CALL BLOCK  
INSIDE TO OUTSIDE. YOU HAVE  
A DOUBLE RESPONSE.Y - PATTERN (RELEASE THRU OUTSIDE  
RUSHER)PT - BLOCK WIDEST RUSHER  
PLAYSIDE GAP

PG - BLOCK PLAYSIDE GAP

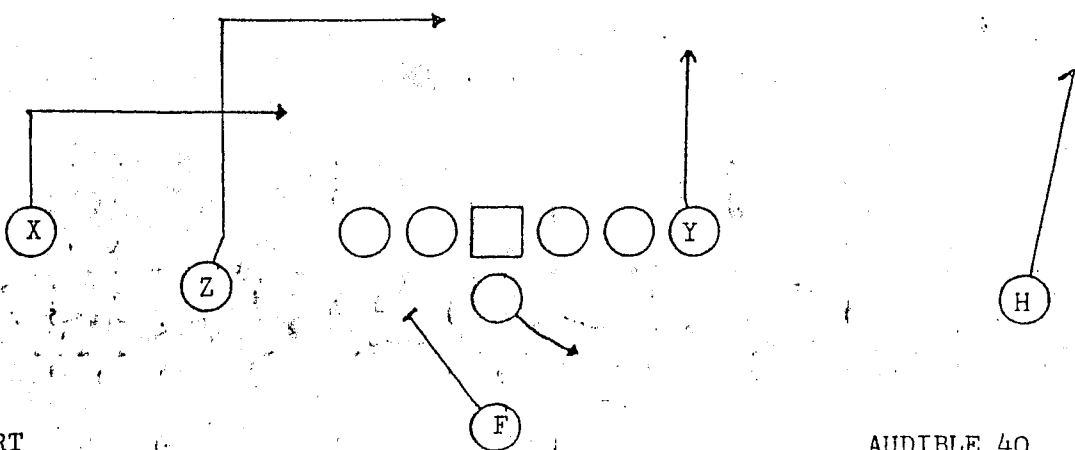
SLOT - PATTERN

C - BLOCK PLAYSIDE GAP

OFG - BLOCK PLAYSIDE GAP

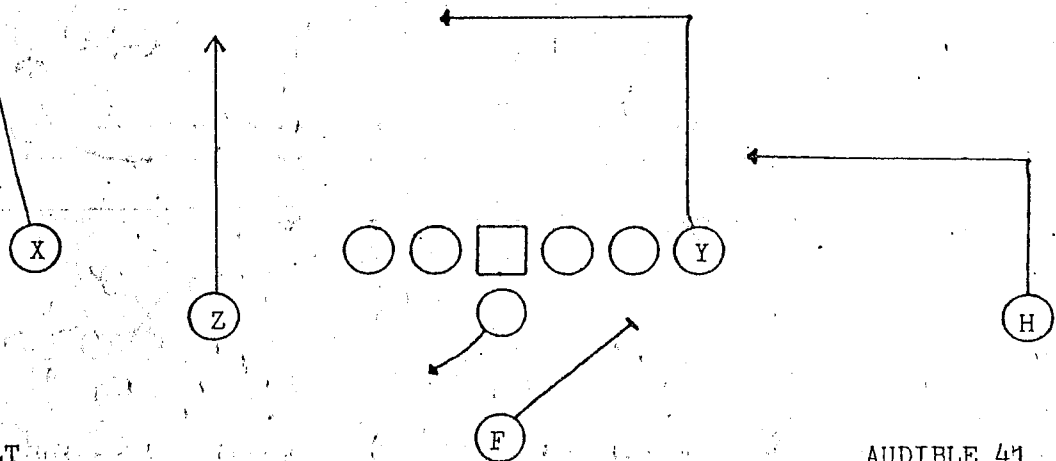
BLOCKING VARIATIONS

OFT - BLOCK PLAYSIDE GAP.



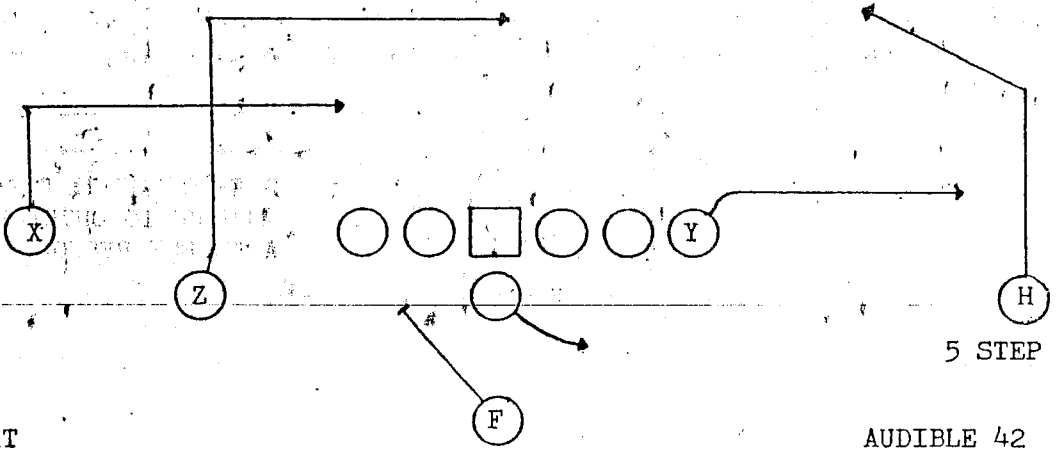
8 WAGGLE RT

AUDIBLE 40



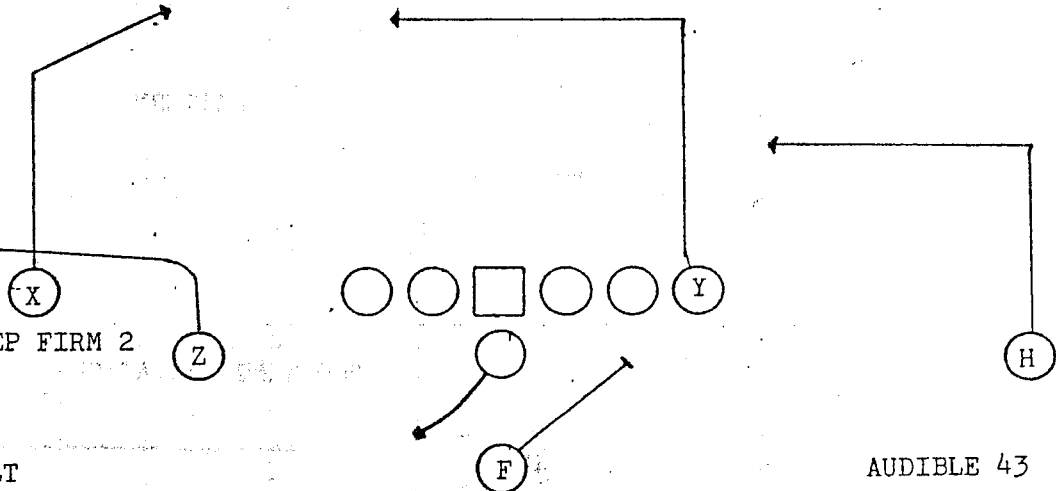
8 WAGGLE LT

AUDIBLE 41



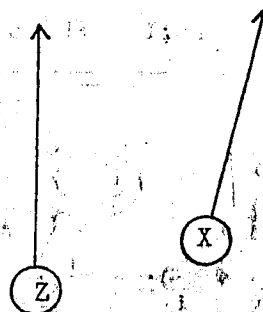
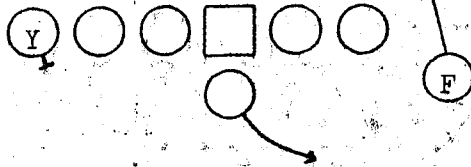
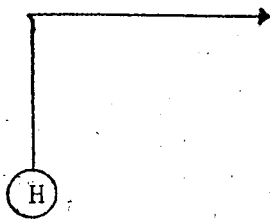
8 WAGGLE RT

AUDIBLE 42



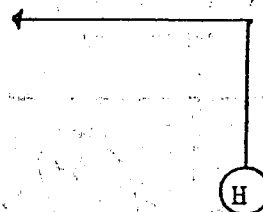
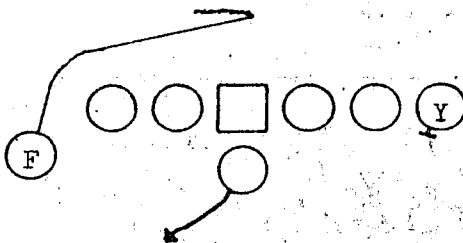
8 WAGGLE LT

AUDIBLE 43



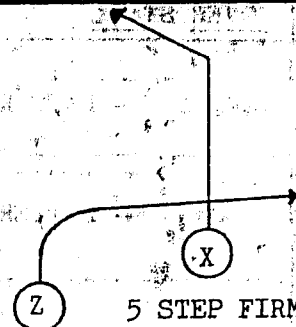
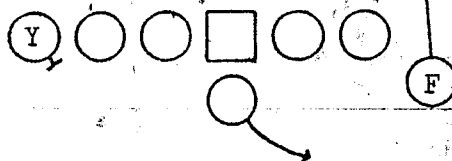
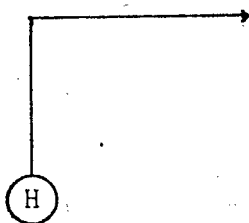
9 UP WAGGLE RT

AUDIBLE FLOOD 40



8 UP WAGGLE LT

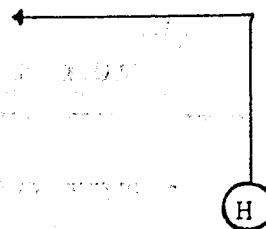
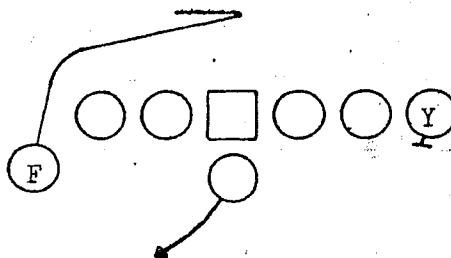
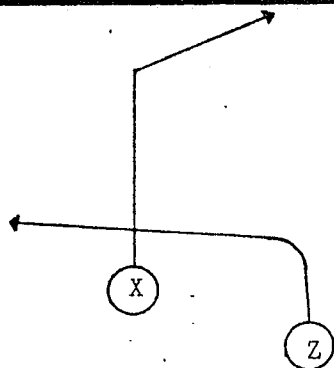
AUDIBLE FLOOD 41



5 STEP FIRM 2

9 UP WAGGLE RT.

AUDIBLE FLOOD 42

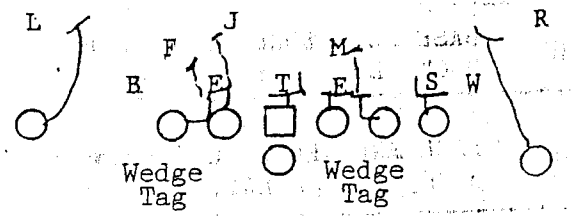
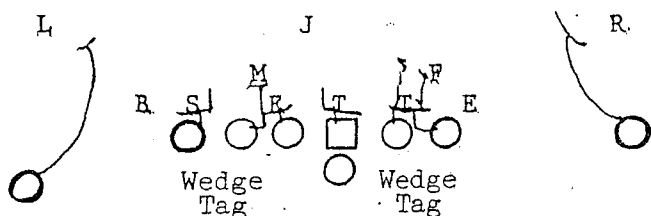
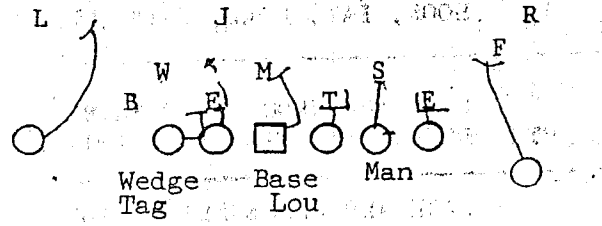
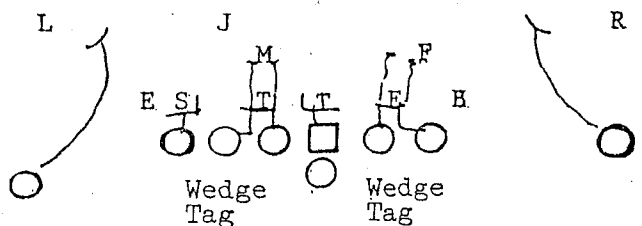
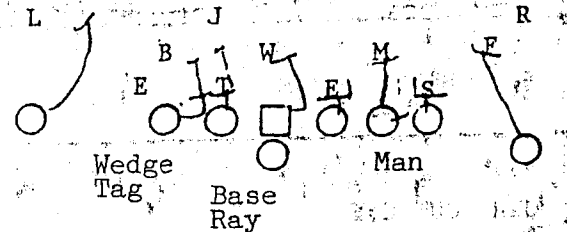
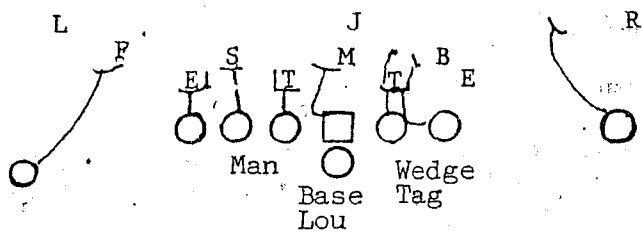
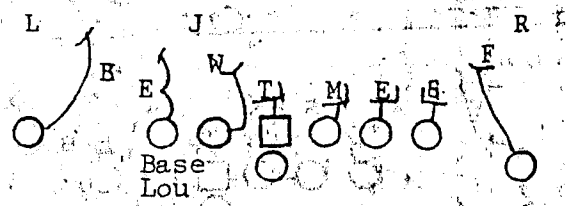
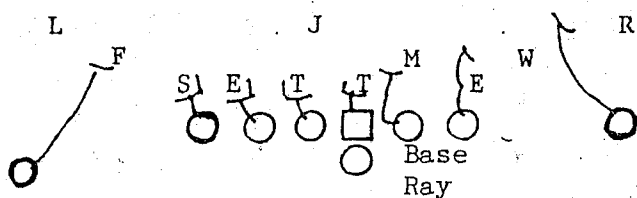
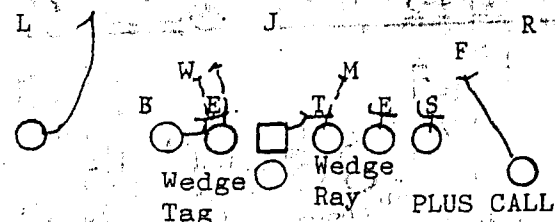
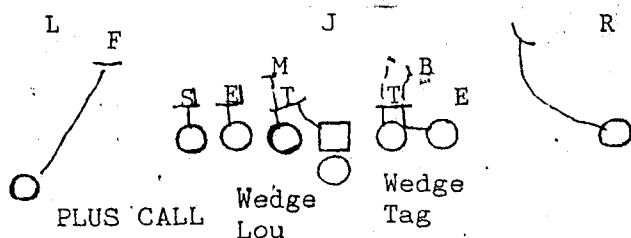
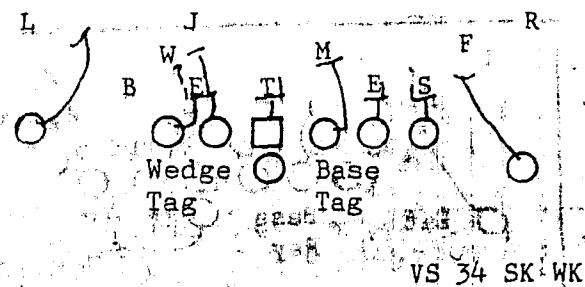
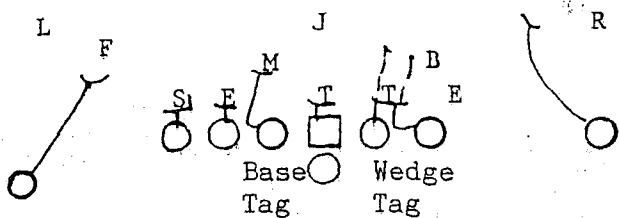


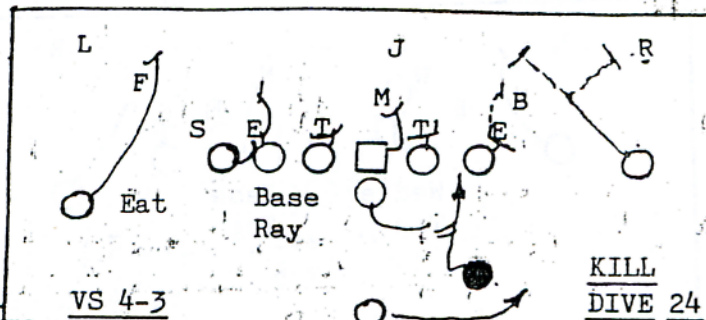
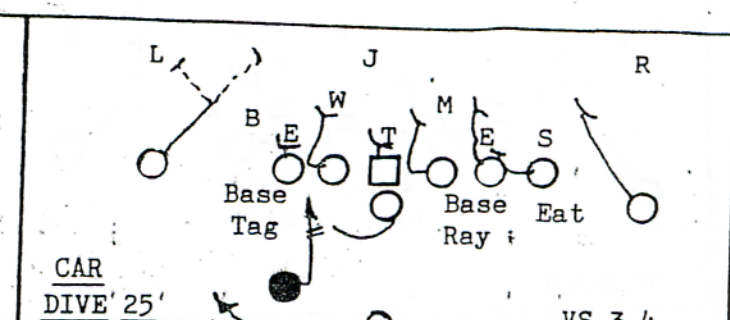
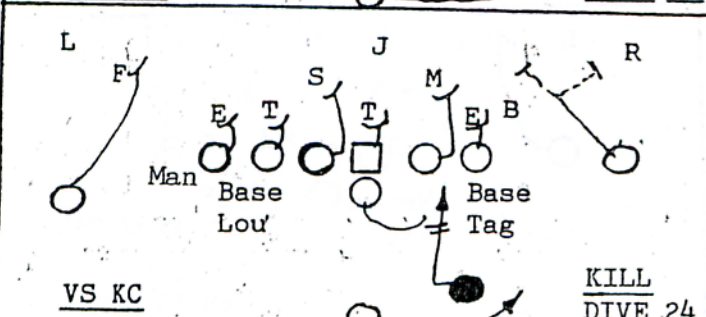
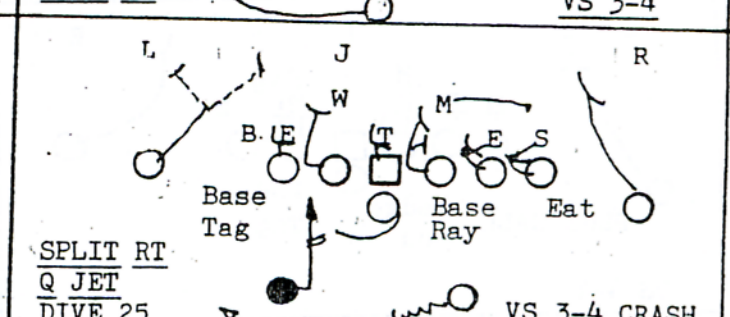
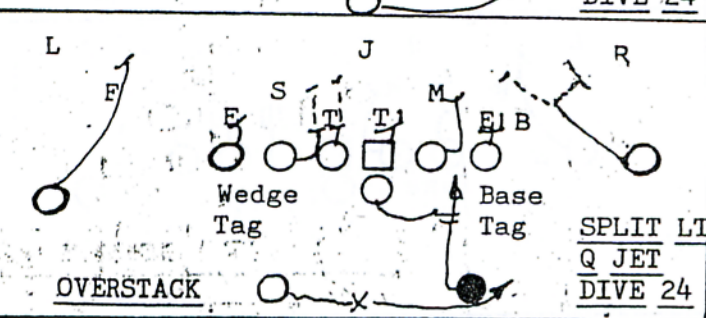
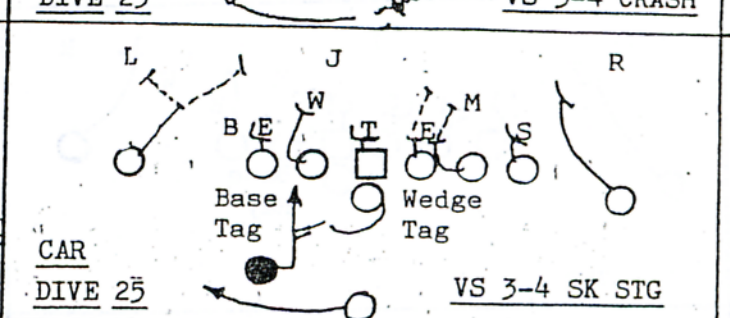
8 UP WAGGLE LT

AUDIBLE FLOOD 43

<p>4-3</p>	<p>3-4</p>
<p>OVER</p>	<p>34 M</p>
<p>OVER STACK</p>	<p>3-4 SINK ST</p>
PWR - PATTERN	QB 5 STEP ROLL - STEP UP BEHIND TACKLE
OWR - PATTERN	BC - PATTERN
Y - HINGE TO BLOCK 2 WIDEST RUSHERS	
PT - BLOCK WIDEST RUSHER, PLAYSIDE GAP	
PG - BLOCK PLAYSIDE GAP	SLOT - PATTERN
C - BLOCK PLAYSIDE GAP	
OFG - BLOCK PLAYSIDE GAP	
OFT - BLOCK PLAYSIDE GAP	BLOCKING VARIATIONS

<p>VS 4-3</p> <p>STILL DIVE 25</p>	<p>VS 3-4</p> <p>DIVE 24</p>
<p>VS KC</p> <p>SPLIT LEFT DIVE 25 AWAY</p>	<p>VS 3-4 CRASH</p> <p>SPLIT RT DIVE 24 AWAY</p>
<p>OVERSTACK</p> <p>SPLIT LEFT Q MOTION DIVE 25</p>	<p>VS 3-4 SK STG</p> <p>SPLIT RT Q MOTION DIVE 24</p>
<p>PWR BLOCK FORCE</p>	<p>QB 1. REVERSE PIVOT 2. FAKE PASS</p>
<p>OWR CUT OFF</p>	<p>BC SPRINT SPOT: OUTSIDE LEG OF P.S.G., LEAD STEP TO ALLOW QB TO GET AROUND ON PIVOT. KEY P.S.G. AREA, TO-NOSE-VS-ODD.</p> <p>RUN TO DAYLIGHT</p>
<p>Y DRIVE BLOCK #3: PLUS CALL - #4</p>	
<p>PT BASE AND WEDGE SLIP PRINCIPLES DRIVE, TAG #2. PLUS CALL - #3</p>	
<p>PG BASE AND WEDGE SLIP PRINCIPLES DRIVE, TAG, LOU OR RAY #1. PLUS CALL - #2</p>	<p>RB AWAY CALL: WALL BLOCK WITH O.T. AWAY FROM CALL. USE GOOD WALL TECHNIQUE BECAUSE BALL MAY BREAK ACROSS FORMATION. NO AWAY CALL. FLOW HARD PLAYSIDE TO INFLUENCE BACKERS</p>
<p>C BASE AND WEDGE SLIP PRINCIPLES HOOK, LOU, RAY, LOAD #0. PLUS CALL - #1</p>	
<p>OFG BASE AND WEDGE SLIP PRINCIPLES HOOK, LOU OR RAY, TAG, LOAD #1</p>	
<p>OFT BASE AND WEDGE SLIP PRINCIPLES TAG, WALL, LOAD #2</p>	<p>BLOCKING VARIATIONS</p>

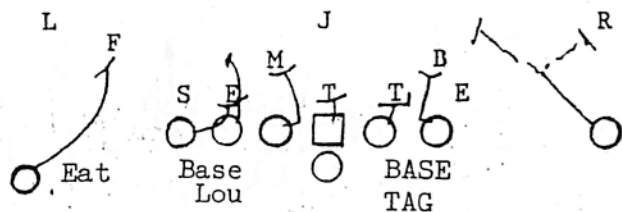


 <p>VS 4-3</p> <p>KILL DIVE 24</p>	 <p>CAR DIVE 25</p> <p>VS 3-4</p>
 <p>VS KC</p> <p>KILL DIVE 24</p>	 <p>SPLIT RT Q JET DIVE 25</p> <p>VS 3-4 CRASH</p>
 <p>OVERSTACK</p> <p>SPLIT LT Q JET DIVE 24</p>	 <p>CAR DIVE 25</p> <p>VS 3-4 SK STG</p>
PWR BLOCK FORCE	QB 1. REVERSE PIVOT 2. FAKE PASS
OWR CUT OFF	BC SPRINT SPOT, OUTSIDE LEG OF P.S.G. LEAD STEP, TO ALLOW QB TO GET AROUND ON PIVOT, KEY P.S.G. AREA TO NOSE VS ODD. BUCK IS UNBLOCKED.
Y HOOK, EAT, LOAD, SIFT #3	
PT BASE AND WEDGE SLIP PRINCIPLES DRIVE, TAG #2. PLUS CALL #3	
PG BASE AND WEDGE SLIP PRINCIPLES DRIVE, TAG, LOU OR RAY #1. PLUS CALL #2	
C BASE AND WEDGE SLIP PRINCIPLES HOOK, LOU, RAY #0. PLUS CALL #1	RB FLOW HARD ON TOSS ACTION TO CALL SIDE, MAKE TOKEN TOSS FAKE, 3 POSITION ALERT QB JET CALL. A GOOD FAKE IS VERY IMPORTANT TO INFLUENCE BUCK. HE IS UNBLOCKED.
OFG BASE AND WEDGE SLIP PRINCIPLES HOOK, LOU OR RAY, TAG, LOAD #1	
OFT BASE AND WEDGE SLIP PRINCIPLES TAG, LOAD, EAT, HOOK #2	BLOCKING VARIATIONS

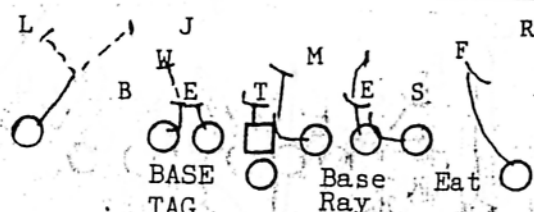


PLAY DIVE 24 (TO OPEN END)

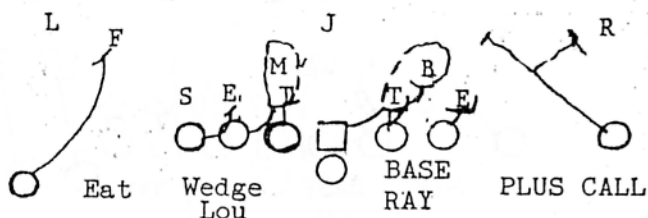
PLAY DIVE 25 (TO OPEN END)



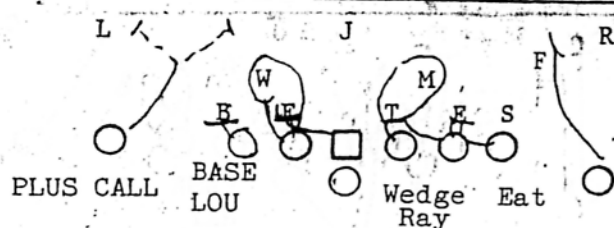
VS UNDER



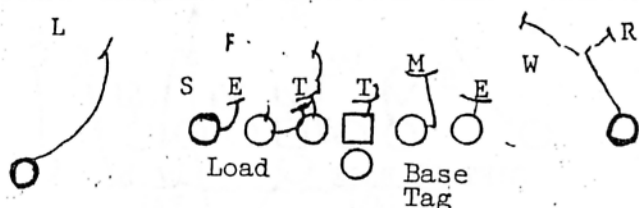
VS 34 SK WK



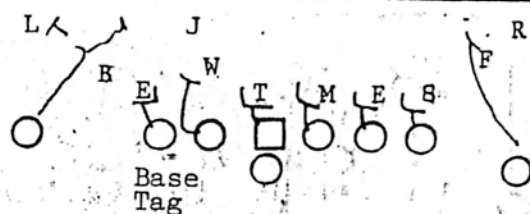
VS 4-4



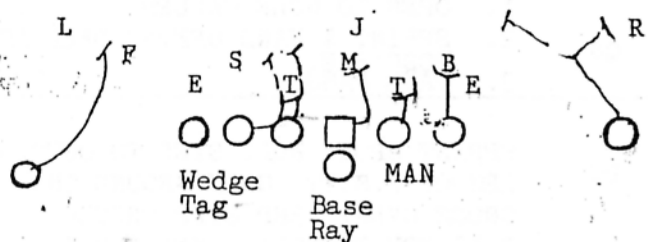
VS 34 EVEN 4



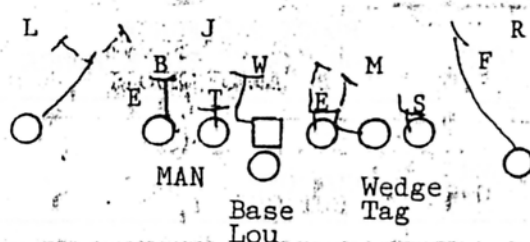
VS OVER



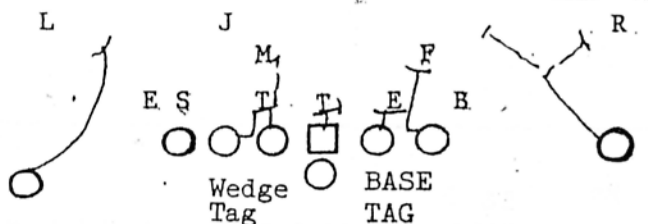
VS 34 M



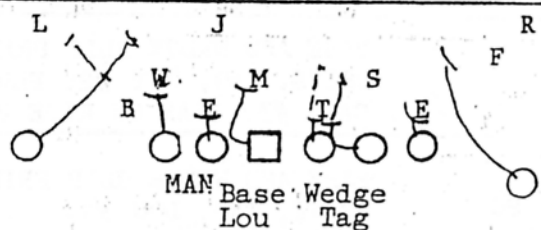
VS 43 STK L



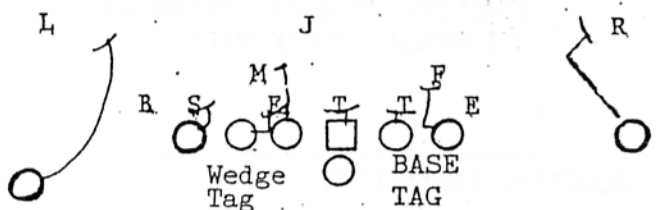
VS 34 EVEN L



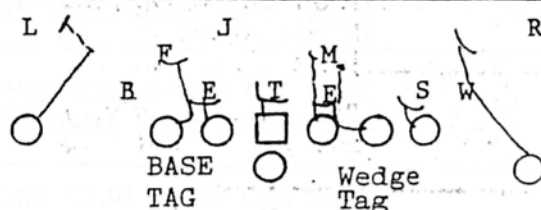
VS 46 OVER



VS 34 EVEN STK



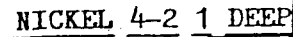
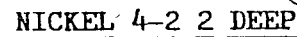
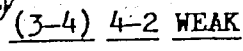
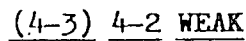
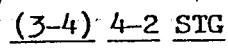
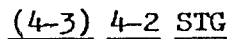
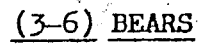
VS 46



VS 36

<p>PWR BLOCK 2ND FORCE ON "AWAY" BLOCK FORCE</p>	<p>QB</p> <ol style="list-style-type: none"> <li>1. OPEN TO HOLE CALLED</li> <li>2. SPRINT &amp; HAND OFF AS DEEP AS POSSIBLE</li> <li>3. FAKE PASS</li> </ol>
<p>OWR CUT OFF</p>	<p>BC</p> <p>SPRINT SPOT: ROLL STEP TO OUTSIDE LEG OF P.S.T. GAIN GROUND ON CROSS OVER. 3RD STEP SHOULD ROLL YOU TO HOLE. KEY P.S.T. BLOCK RUN DAYLIGHT.</p>
<p>Y ON "EASY", BLOCK FORCE #4. ON "BOSS" AND "AWAY", DRIVE, EAT #3. PLUS CALL #4</p>	
<p>PT BASE AND WEDGE SLIP PRINCIPLES DRIVE, TAG, EAT #2. PLUS CALL #3. (FAN ON RIDE 27)</p>	
<p>PG BASE AND WEDGE SLIP PRINCIPLES DRIVE, TAG, LOU #1. PLUS CALL #2</p>	
<p>C BASE AND WEDGE SLIP PRINCIPLES HOOK, LOU, RAY, LOAD #0, PLUS CALL #1.</p>	<p>RB</p> <p>56/57</p> <p>BLOCK S/S OR FORCE. 26/27 HOME POSITION VS. SINK LOOK P.S. BLOCK MAC.</p> <p>HOME POSITION VS. BEARS LOOK STRONGSIDE BLOCK WILL.</p>
<p>OFG BASE AND WEDGE SLIP PRINCIPLES HOOK, RAY, TAG, LOAD #1.</p>	
<p>OFT BASE AND WEDGE SLIP PRINCIPLES HOOK, TAG, WALL, LOAD #2.</p>	

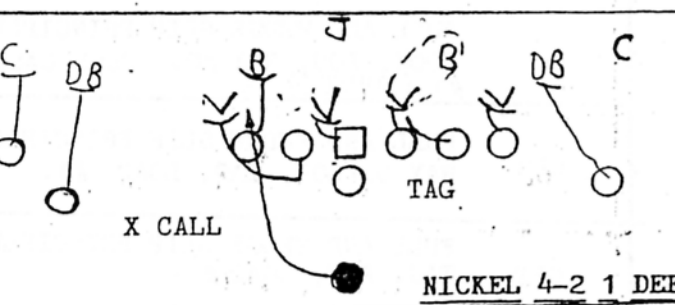
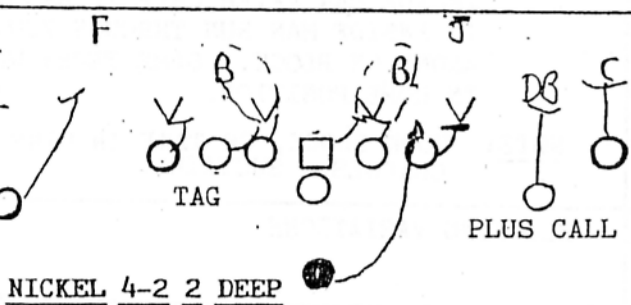
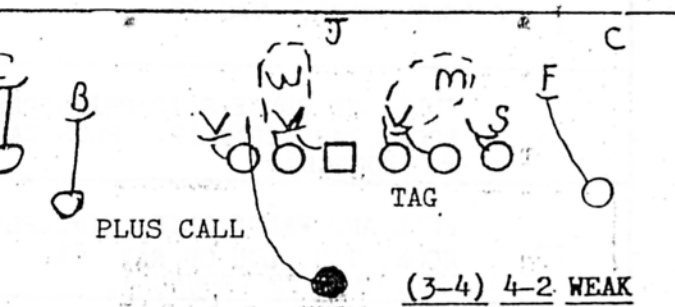
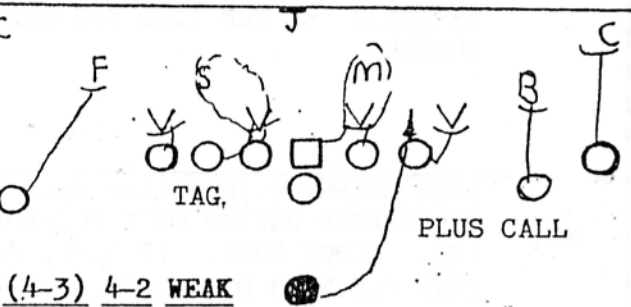
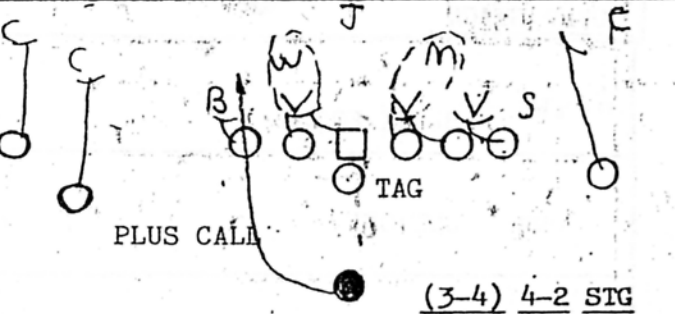
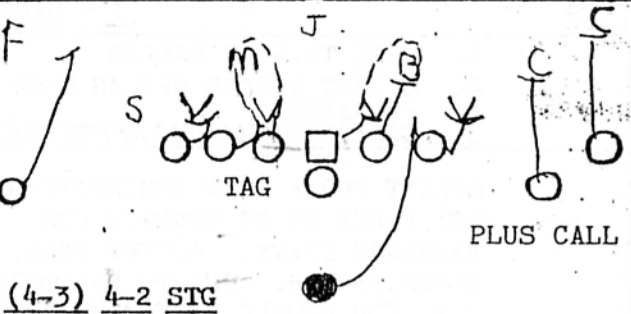
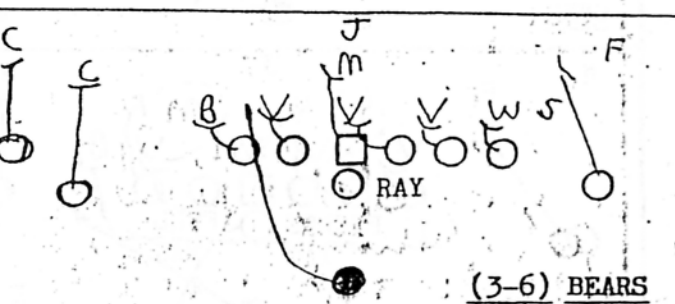
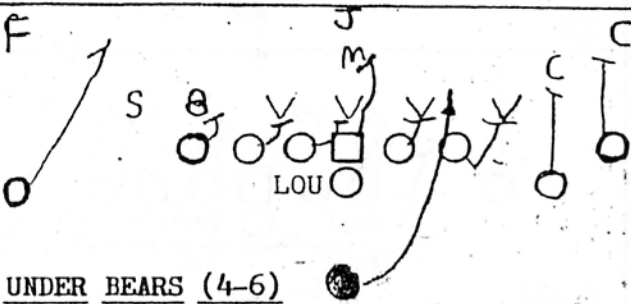
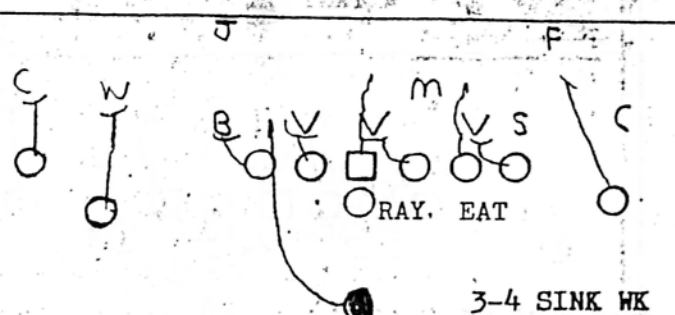
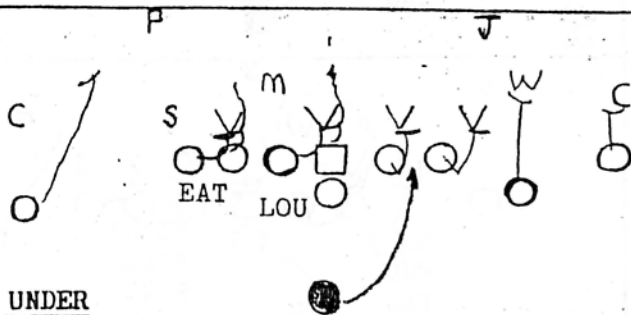
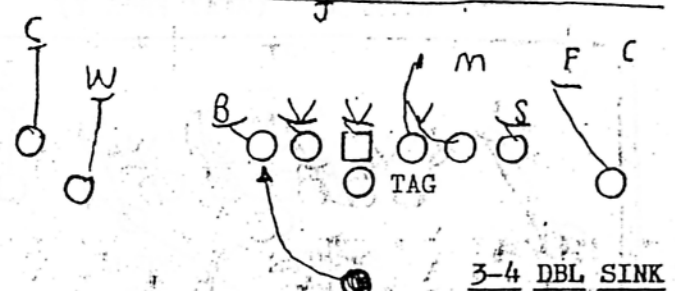
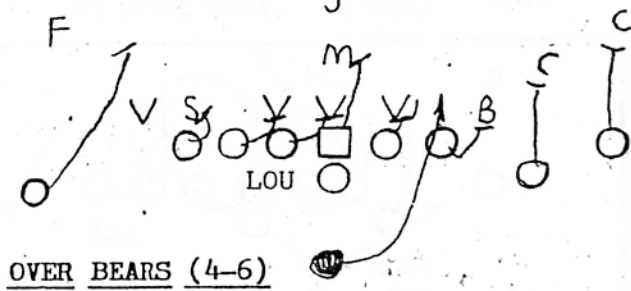
BLOCKING VARIATIONS

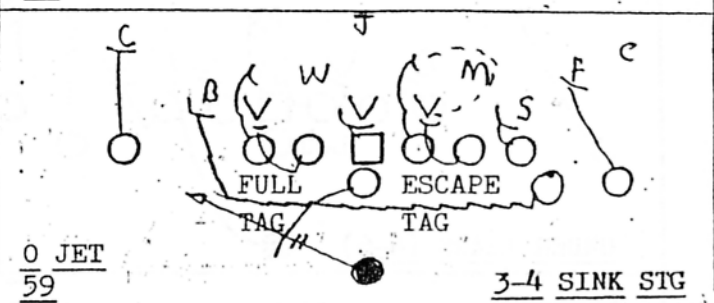
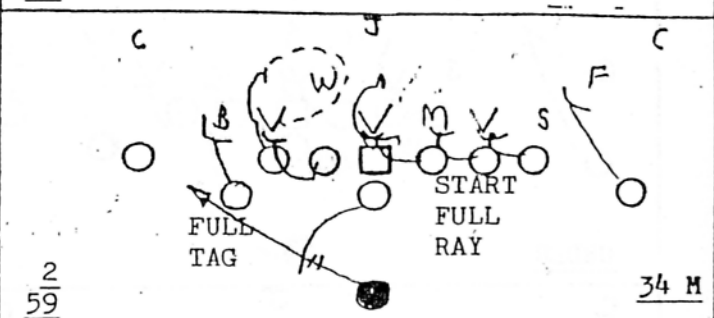
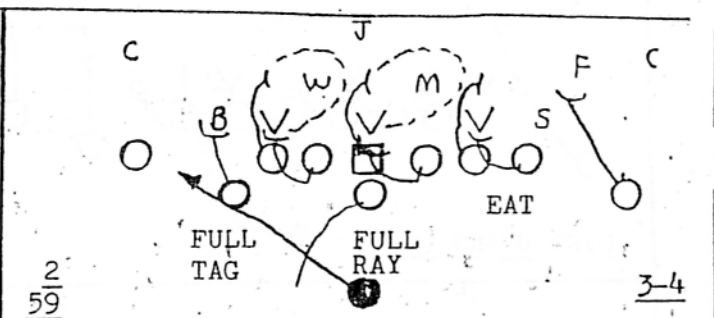
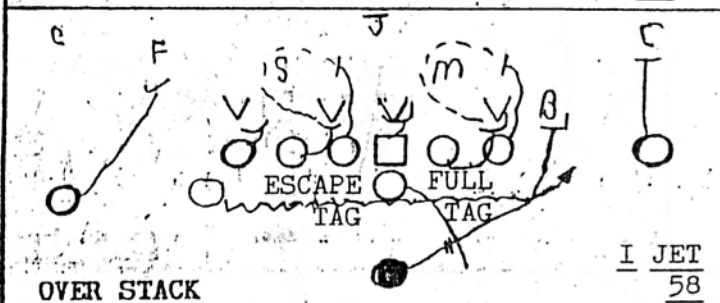
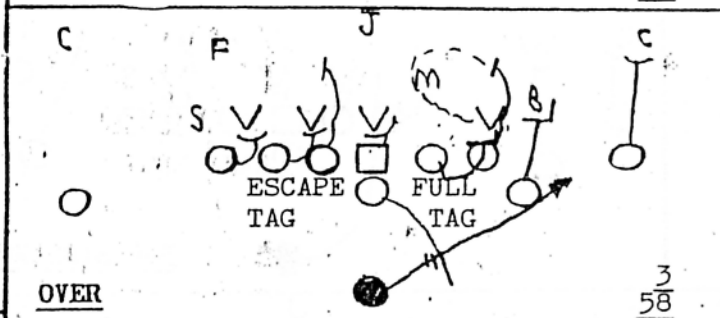
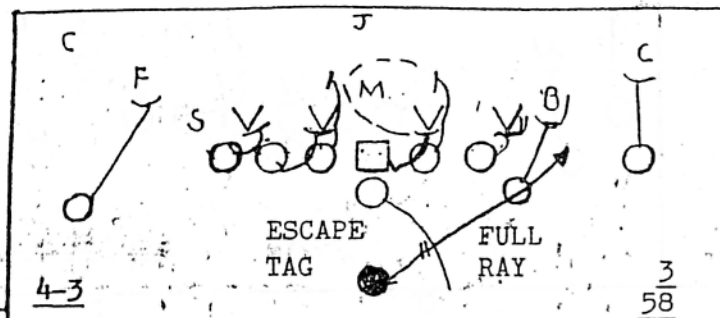


<p>PWR VS ZONE - BLOCK CORNER VS MAN - RUN OFF</p>	<p>QB</p> <ol style="list-style-type: none"> <li>1. OPEN TO HOLE CALLED</li> <li>2. SPRINT &amp; HAND OFF AS DEEP AS POSSIBLE</li> <li>3. FAKE PASS</li> </ol>
<p>OWR VS ZONE - BLOCK CORNER VS MAN - RUN OFF</p>	<p>BC</p>
<p>Y BLOCK #3 EAT, MAN, TAG.</p>	<p>ROLL STEP TO OUTSIDE LEG OF PLAYSIDE TACKLE, ON CROSS OVER YOU SHOULD LEVEL INTO HOLE, THIS PLAY MAY BREAK INSIDE OR OUTSIDE. THIS IS A RUN TO DAYLIGHT PLAY. ALERT AS AN AUDIBLE.</p>
<p>PT BASE AND WEDGE SLIP PRINCIPLES #2 PLUS CALL - #3.</p>	
<p>PG BASE AND WEDGE SLIP PRINCIPLES #1 PLUS CALL - #2</p>	<p>RB VS ZONE - BLOCK BUC VS MAN - RUN OFF</p>
<p>C BASE AND WEDGE SLIP PRINCIPLES #0 PLUS CALL - #1</p>	
<p>OFG BASE AND WEDGE SLIP PRINCIPLES #1</p>	
<p>OFT BASE AND WEDGE SLIP PRINCIPLES #2</p>	<p>BLOCKING VARIATIONS PLUS CALL - ALL LINEMEN BLOCK 1st 5 LINEMEN TO PLAYSIDE</p>

PLAY 56 (WEAK) (TO OPEN SIDE)

PLAY 57 (WEAK) (TO OPEN SIDE)





44 PWR BLOCK FORCE

OWR CUT OFF

Y \* 'EAT, HOOK, TAG #3

PT 08 FULL AND WEDGE SLIP PRINCIPLES  
HOOK, TAG, CHIP #2. PLUS CALL-  
#3 (BOUNCE).

PG FULL AND WEDGE SLIP PRINCIPLES  
HOOK, TAG, LOU OR RAY #1.  
PLUS CALL-#2 (BOUNCE).

C FULL AND WEDGE SLIP PRINCIPLES.  
HOOK, LOU, RAY #0. PLUS CALL-  
#1 (BOUNCE);

1  
OFG FULL AND WEDGE SLIP PRINCIPLES  
RAY OR LOU, TAG, LOAD #1.

OFT FULL AND WEDGE SLIP PRINCIPLES  
TAG, EAT, LOAD #2.

- QB 1. OPEN TO HOLE CALLED  
2. SPRINT & HAND OFF AS DEEP AS POSSIBLE  
3. CONTINUE ROLL OUT AFTER HAND OFF

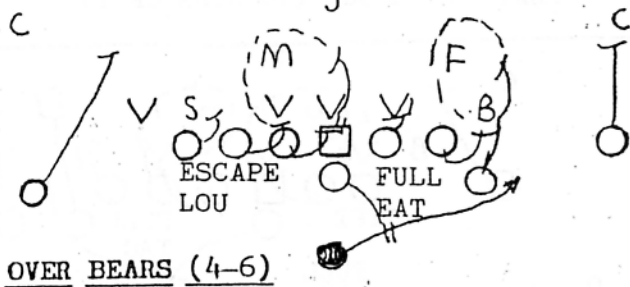
BC SPRINT SPOT: 3 YDS BEHIND IMAGINARY  
TE, FORCE QB TO STRETCH FOR  
EXCHANGE POINT. ACCEPT BALL, KEY  
BLOCK OF R.B. RUN TO DAYLIGHT  
C.P. YOU SHOULD MAKE YOUR RUNNING  
DECISION BY THE TIME YOU HIT THE  
NUMBERS

RB WITHIN MOVEMENT IN CALLING BATH WILL  
BE SNAPPED BEHIND OT'S OUTSIDE  
LEG. BLOCK BUCK. IF SINK, P.S.  
CHIP BLK WITH OT AND GO TO 1ST  
INSIDE MAN AFTER CHIP IF HE FLOWS.  
IF INSIDE MAN RUN THROUGH YOU ARE  
ALONE ON BLOCK. SAME TECH: WHEN  
IN HOME POSITION.

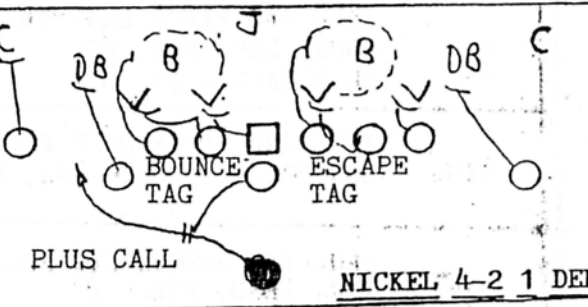
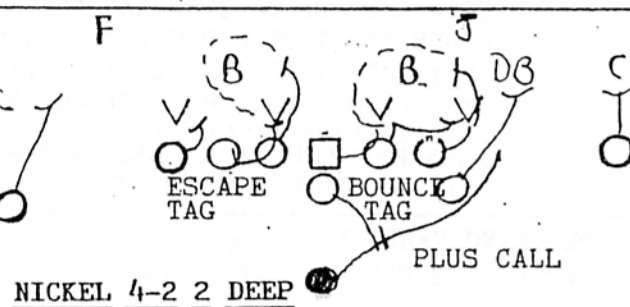
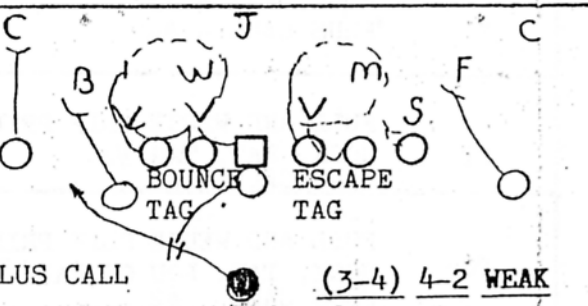
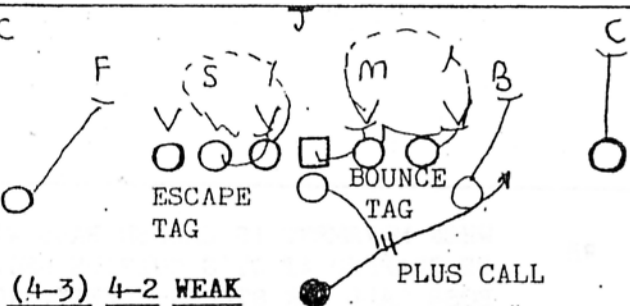
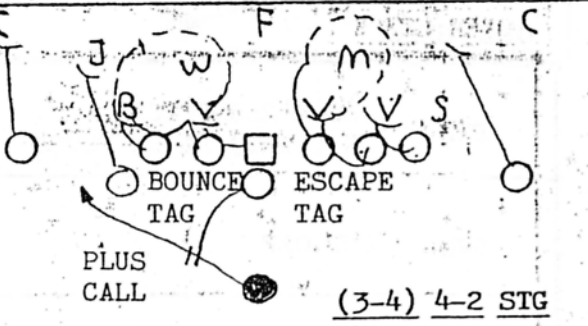
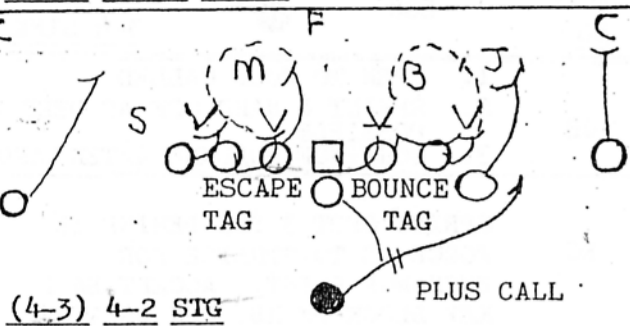
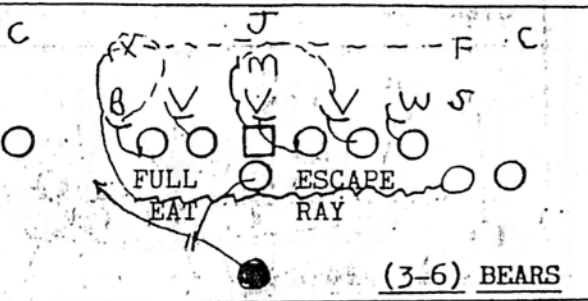
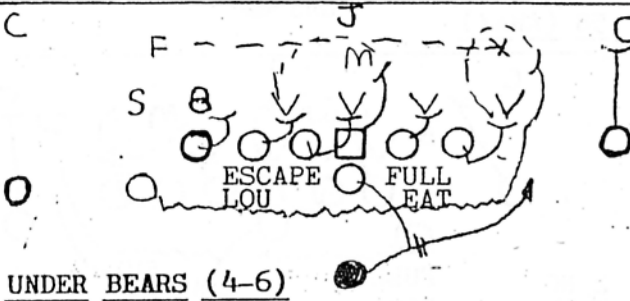
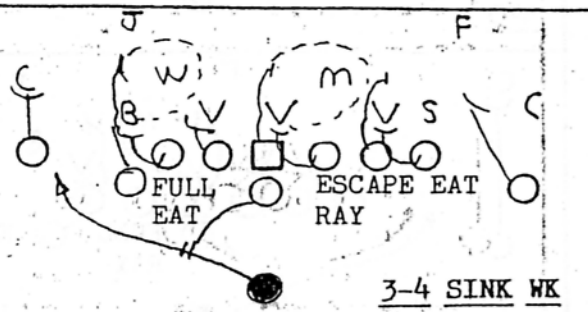
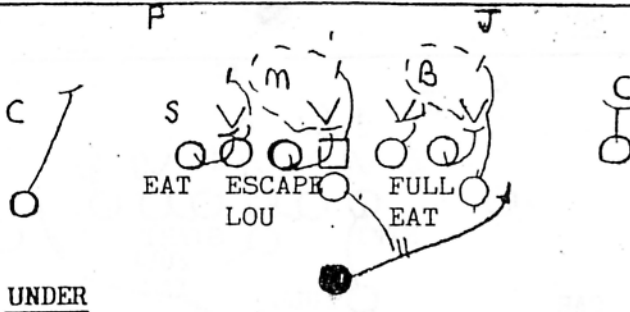
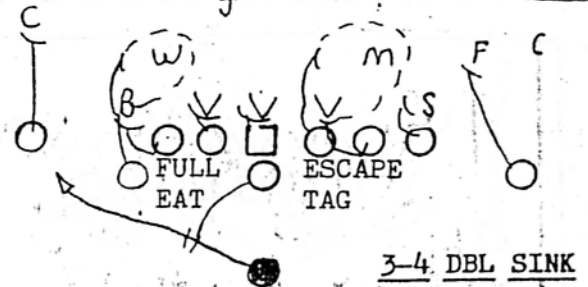
NOTE: HOOK BLOCK, OR TAKE IN LINE OF CHARGES. SUSTAIN.

BLOCKING VARIATIONS

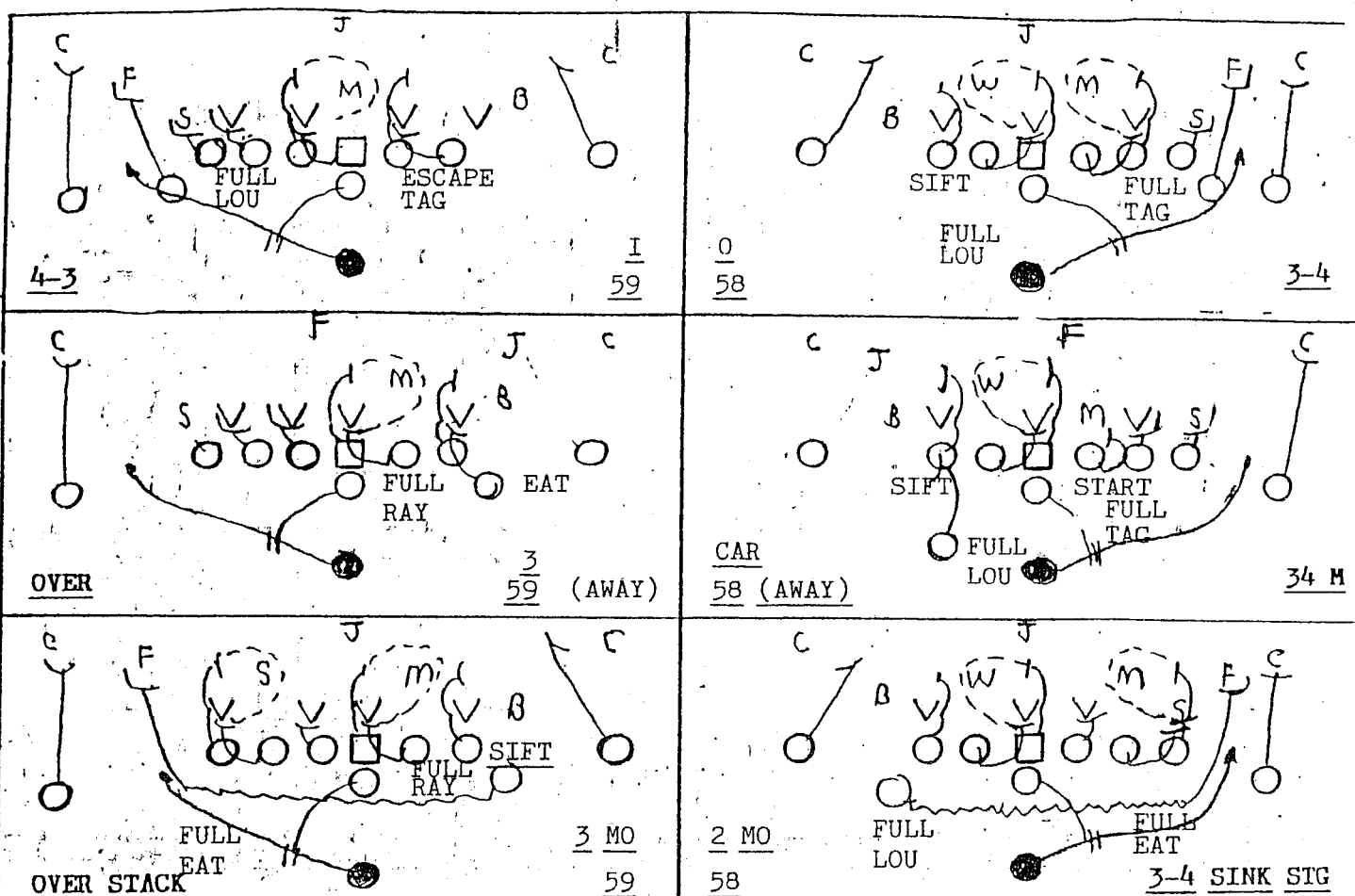
PLAY RIDE 58 (AWAY FROM Y)



PLAY RIDE 59 (AWAY FROM Y)







PWR

BLOCK 2nd FORCE  
ON (AWAY) BLOCK FORCE

QB

1. OPEN TO HOLE CALLED
2. SPRINT & HAND OFF AS DEEP AS POSSIBLE
3. CONTINUE ROLL OUT AFTER HAND OFF

OWR

CUT OFF

BC

SPRINT SPOT 3 YDS BEHIND TE  
FORCE QB TO STRETCH FOR  
EXCHANGE POINT. ACCEPT BALL  
KEY BLOCK OF RB. RUN DAYLIGHT

Y

HOOK, EAT - #3  
PLUS CALL - #4

PT

FULL AND WEDGE SLIP PRINCIPLES  
HOOK, EAT, TAG #2.  
PLUS CALL - #3

PG

FULL AND WEDGE SLIP PRINCIPLES  
HOOK, TAG, LOU OR RAY #1.  
PLUS CALL - #2

RB

WHEN MOVEMENT IS CALLED BALL WILL  
BE SNAPPED AT OT'S OUTSIDE LEG.  
BOSS CALL BLK STRONG SAFETY. NO  
BOSS CALL BLOCK STUB BACKER VS  
BEARS ALERT CHIP BLK WITH P.S.T.  
AWAY CALLS=WALL BLOCK WITH O.T.  
AWAY FROM CALL. HOOK BLOCK OR  
TAKE IN LINE OF CHARGE.  
WHEN MOVEMENT IS CALLED ON BOSS,  
BALL WILL BE SNAPPED AT Y's TAIL.

C

FULL AND WEDGE SLIP PRINCIPLES  
HOOK, LOU, RAY, #0.  
PLUS CALL - #1

OFG

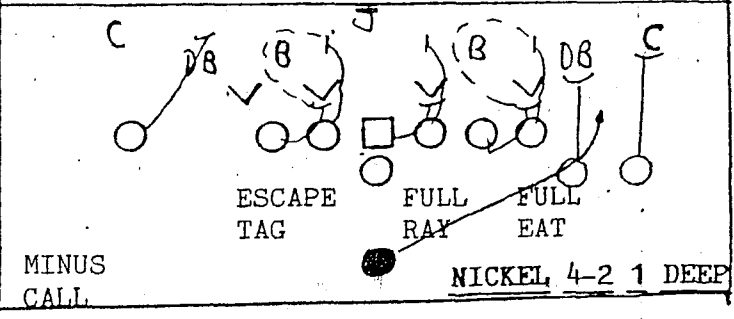
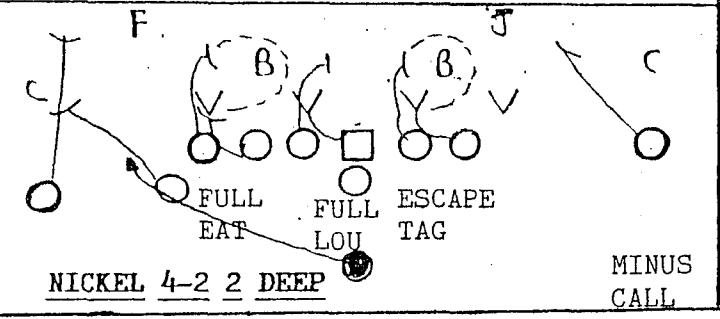
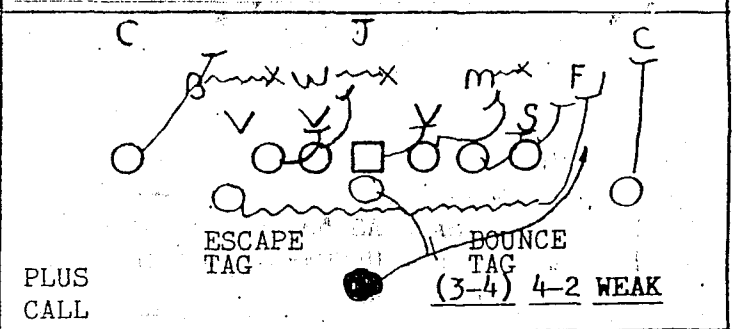
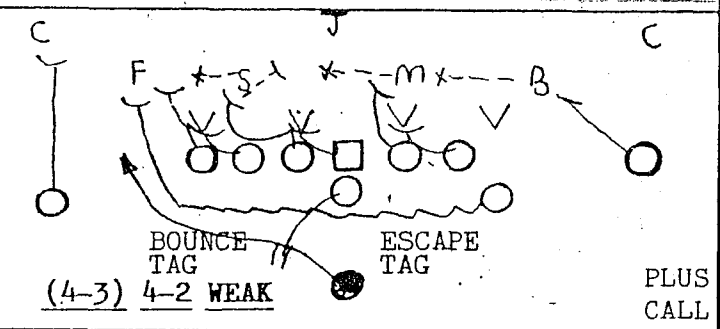
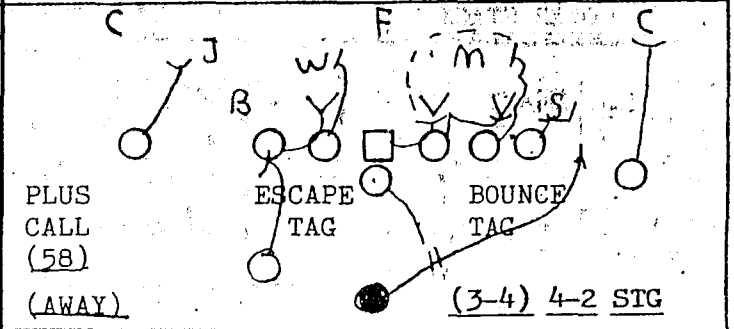
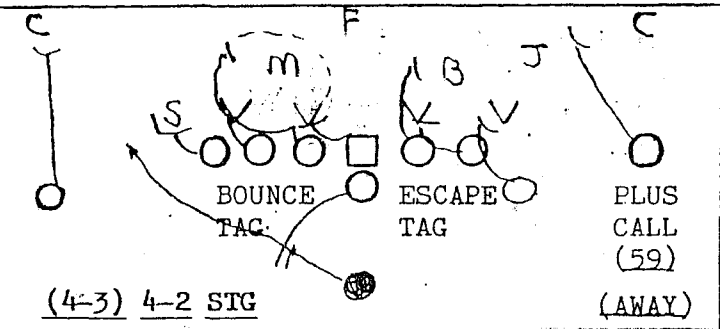
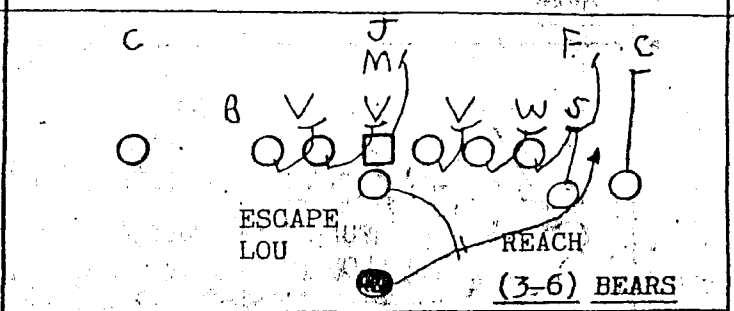
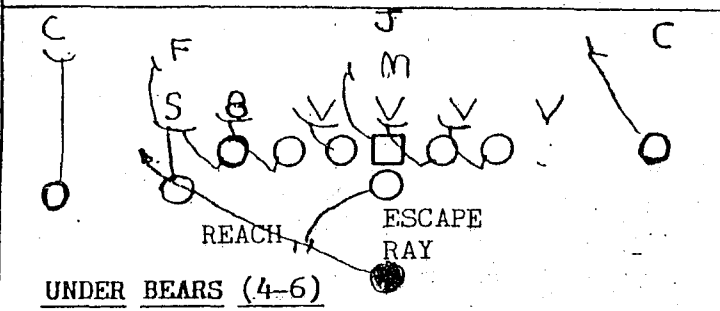
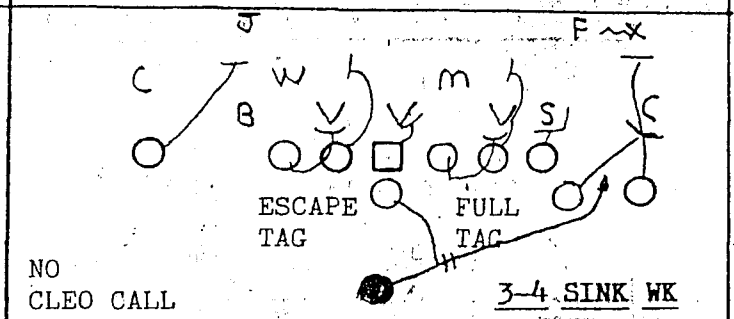
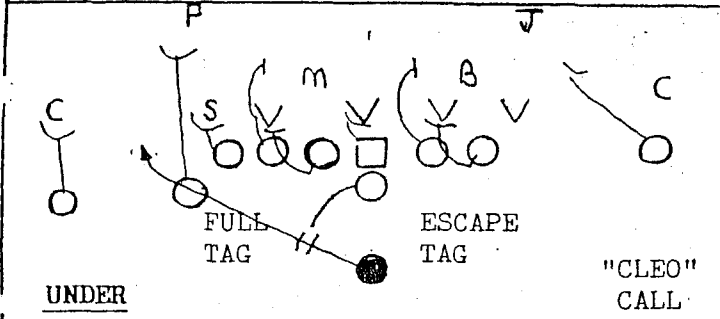
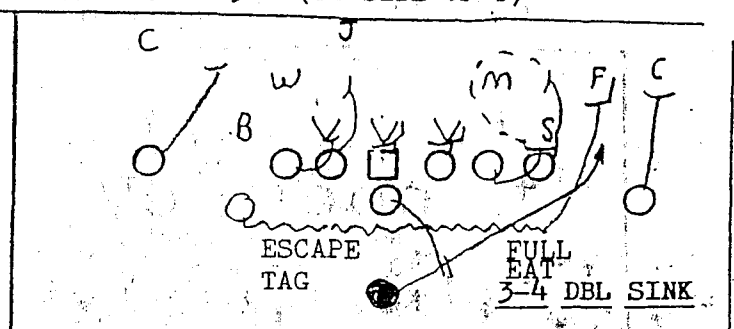
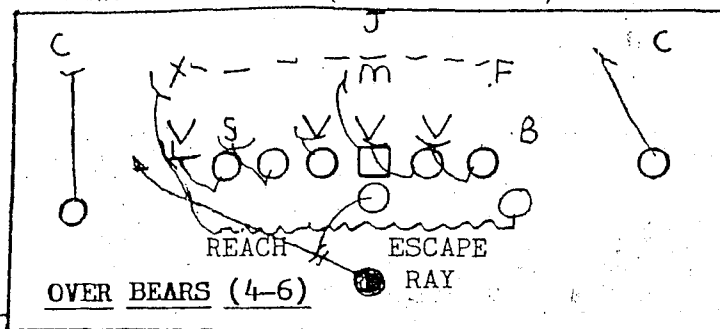
FULL AND WEDGE SLIP PRINCIPLES  
LOU OR RAY, HOOK, TAG, LOAD #1

OFT

FULL AND WEDGE SLIP PRINCIPLES  
TAG, LOAD, WALL #2

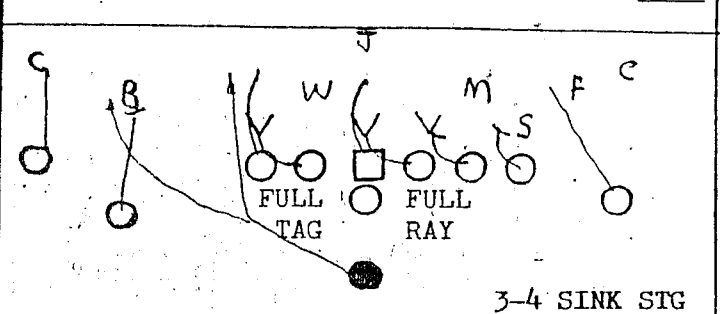
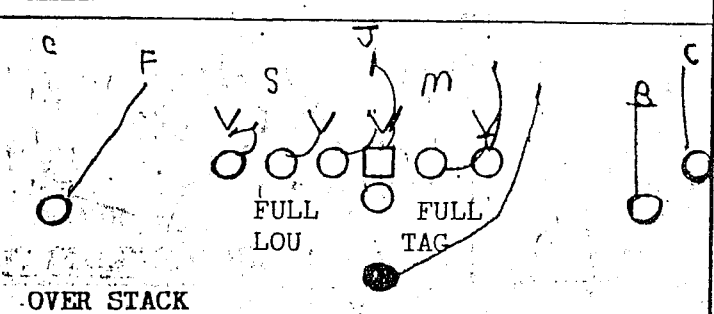
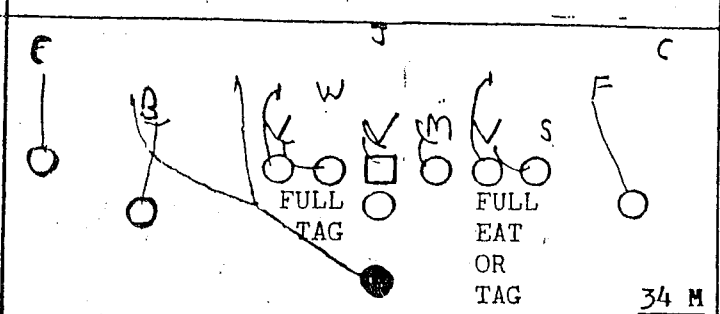
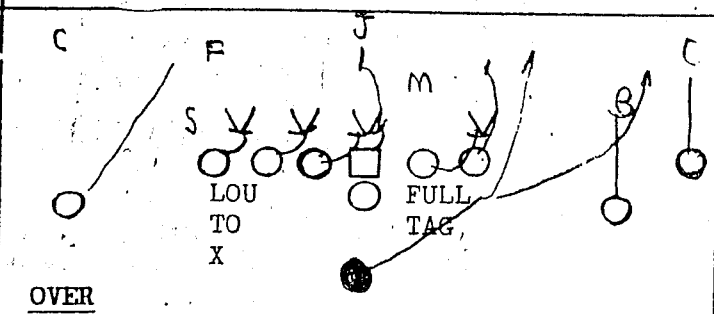
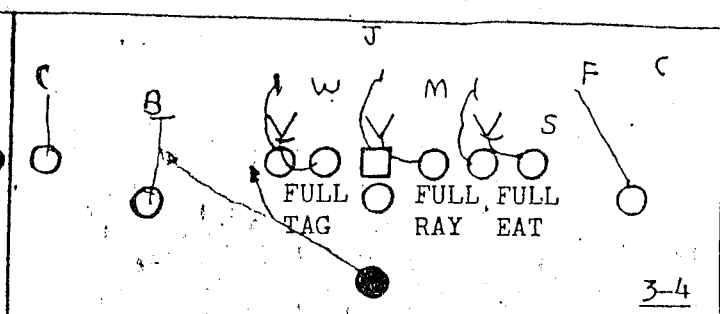
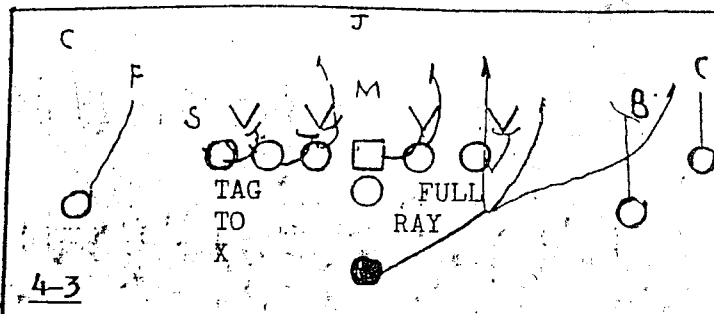
BLOCKING VARIATIONS ON "CLEO" CALL  
WR BLOCKS CORNER. RB BLOCKS S/S





PLAY RIDE 58 WEAK (TO OPEN SIDE)

PLAY RIDE 59 WEAK (TO OPEN SIDE)



PWR BLOCK 2nd FORCE

QB

OWR BLOCK ACROSS FIELD

BC EXPLODE TO ONE YARD OUTSIDE OT's OUTSIDE LEG. FORCE DE TO CONTAIN. KEY DE's CHARGE, RUN DAYLITE.

Y SAME AS 58/59

PT SAME AS 58/59

PG SAME AS 58/59 WHEN UNCOVERED - 2 STEP FULL TAG

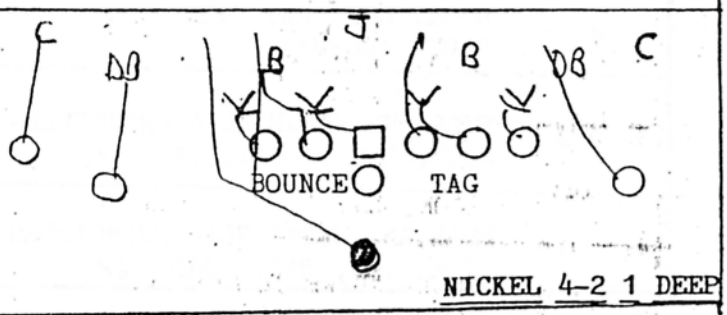
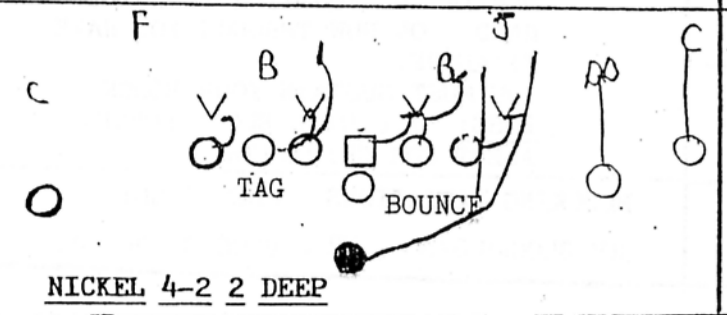
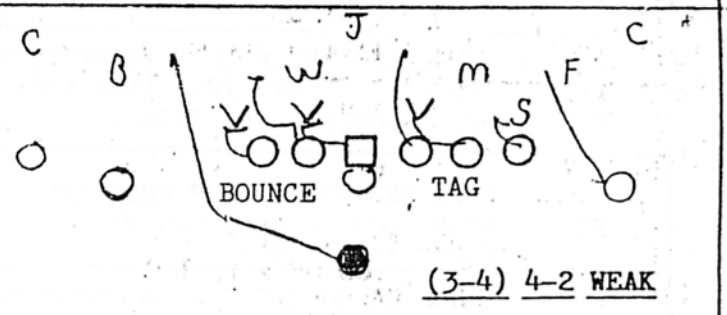
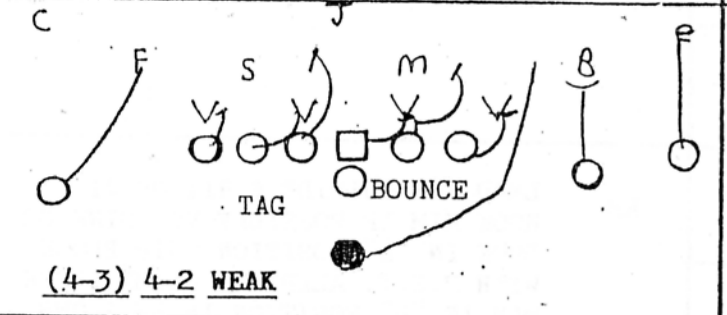
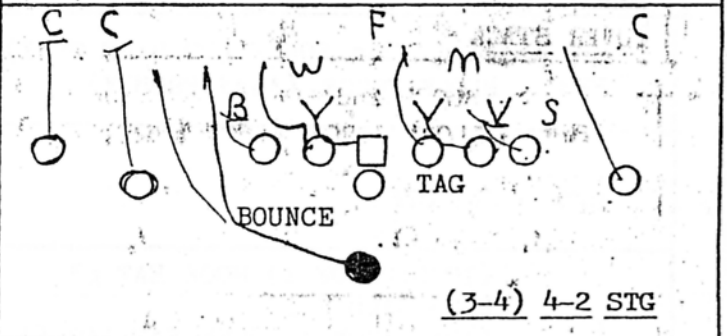
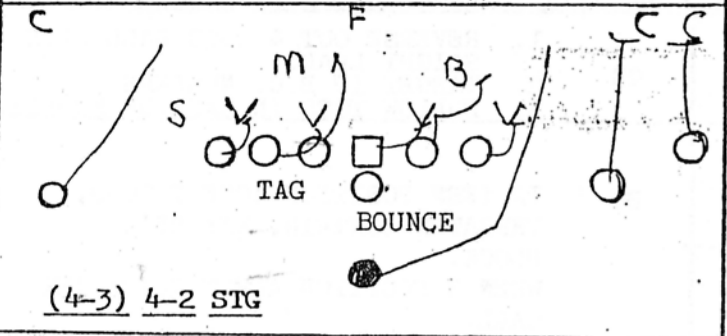
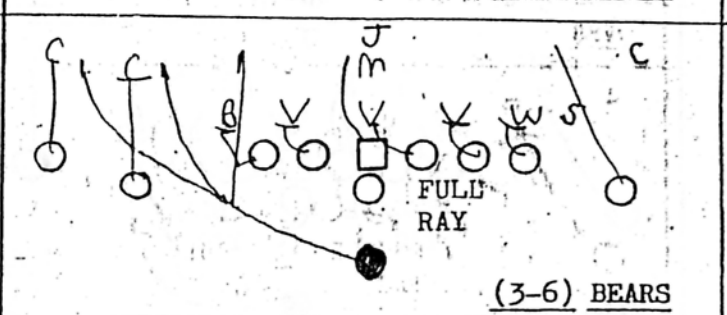
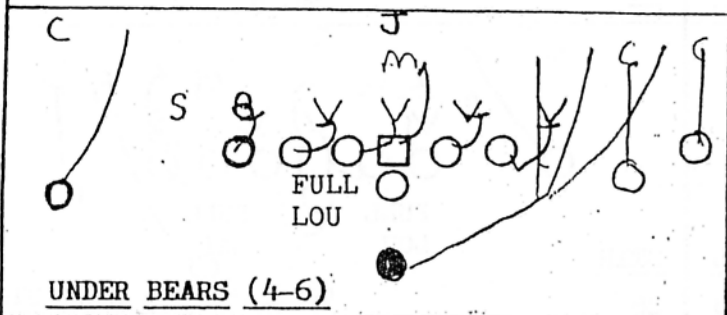
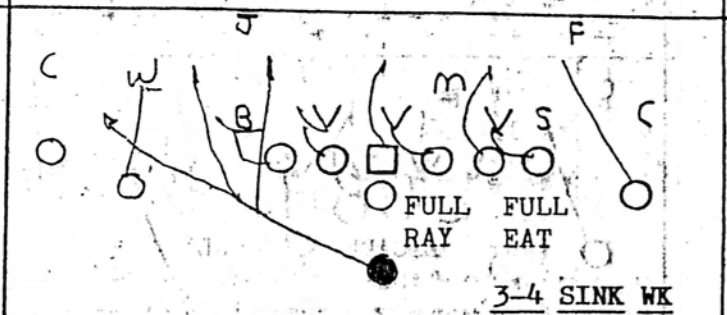
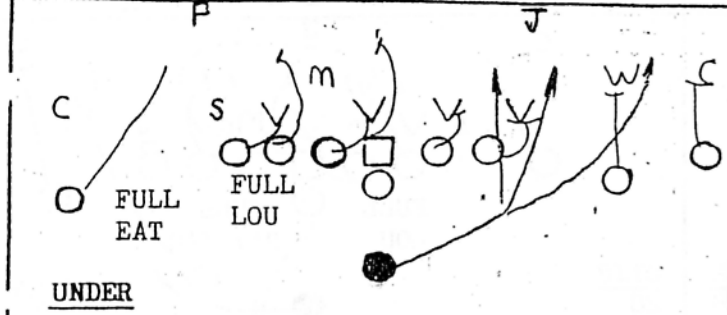
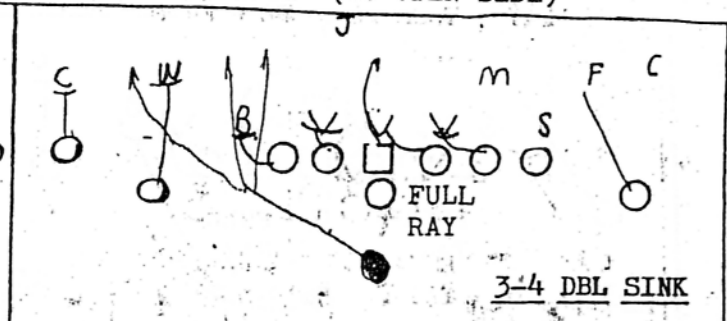
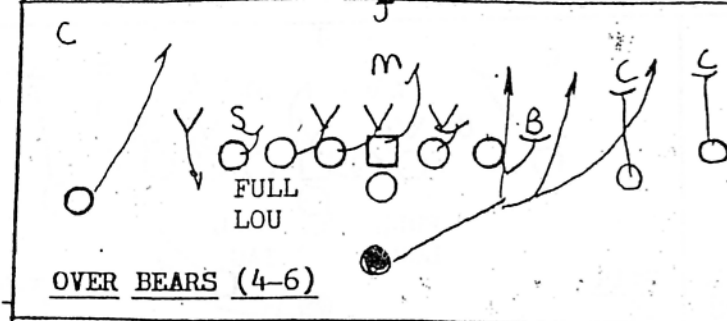
SLOT BLOCK FORCE

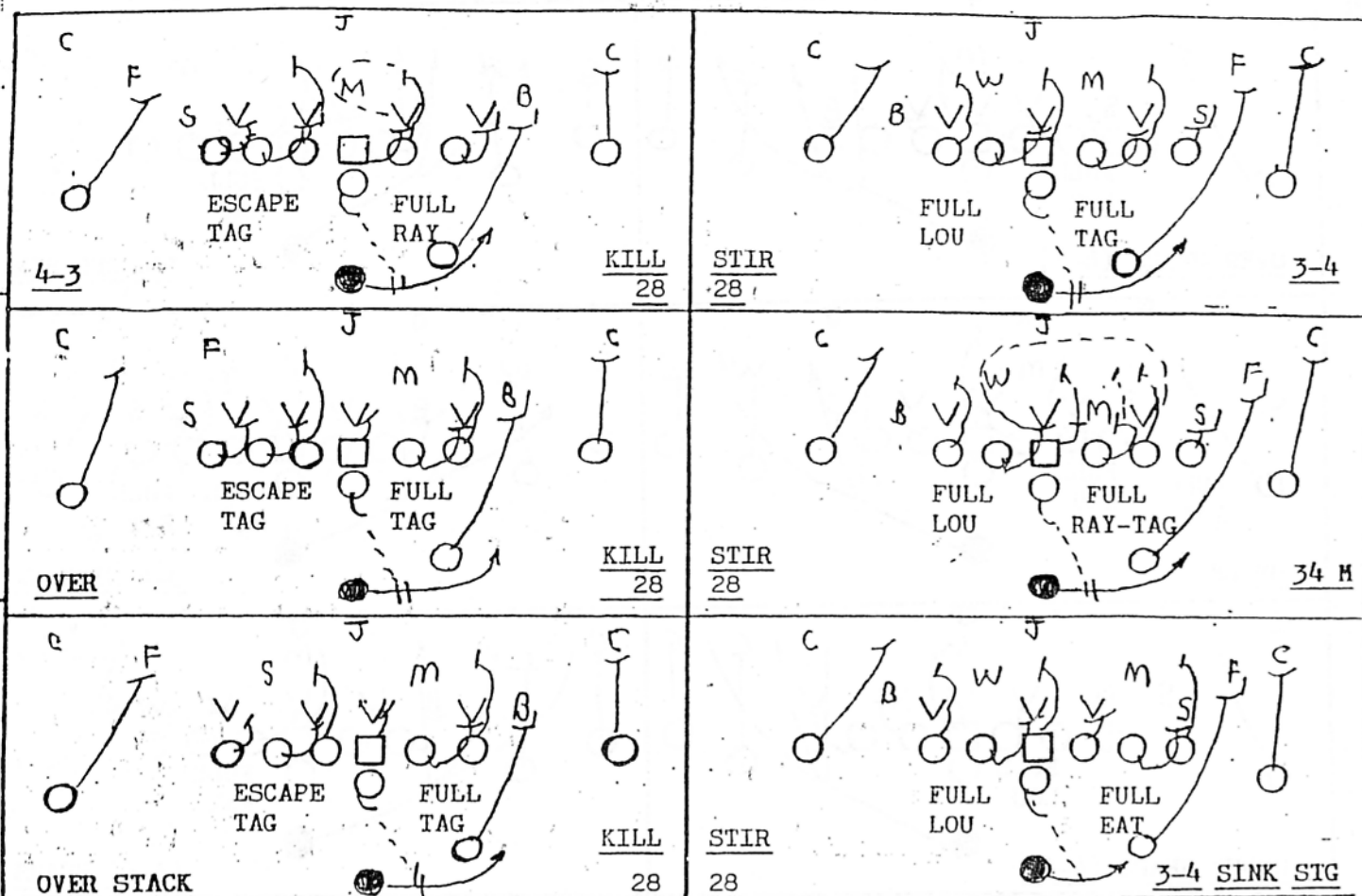
C SAME AS 58/59

OFG SAME AS 58/59

OFT SAME AS 58/59

BLOCKING VARIATIONS





BLOCK 2nd FORCE (TO SIDE OF Y)  
PWR BLOCK FORCE (AWAY FROM Y)

OWR CUT OFF

Y (TO SIDE OF Y) HOOK EAT #3  
PLUS CALL = #4  
(AWAY FROM Y) HOOK, EAT, TAG #3

PT FULL AND WEDGE SLIP PRINCIPLES  
HOOK, TAG, EAT #2. PLUS CALL-  
#3. (CHIP) AWAY FROM Y

PG FULL AND WEDGE SLIP PRINCIPLES  
HOOK, LOU OR RAY, TAG #1.  
PLUS CALL - #2

C FULL AND WEDGE SLIP PRINCIPLES  
HOOK, LOU, RAY, #0.  
PLUS CALL-#1

OFG FULL AND WEDGE SLIP PRINCIPLES  
HOOK, LOU OR RAY, TAG, #1.

OFT FULL AND WEDGE SLIP PRINCIPLES  
HOOK, TAG, EAT, LOAD #2

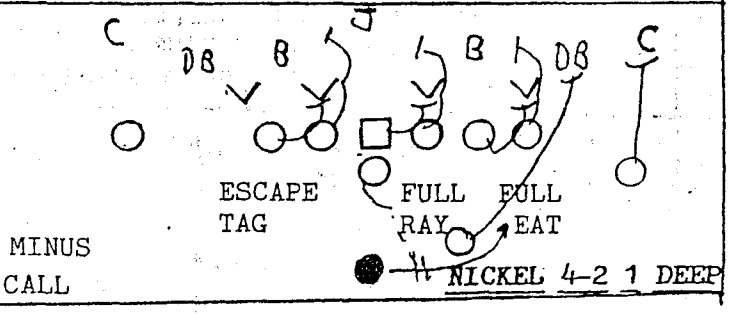
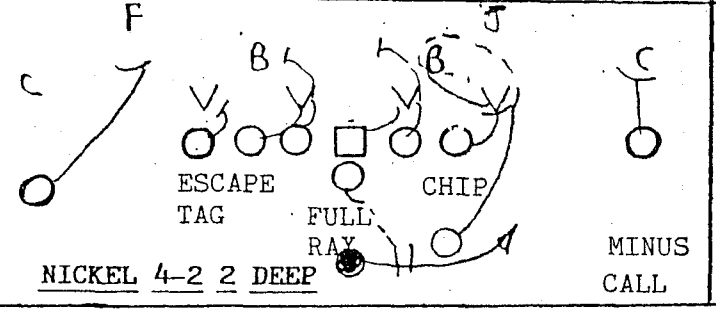
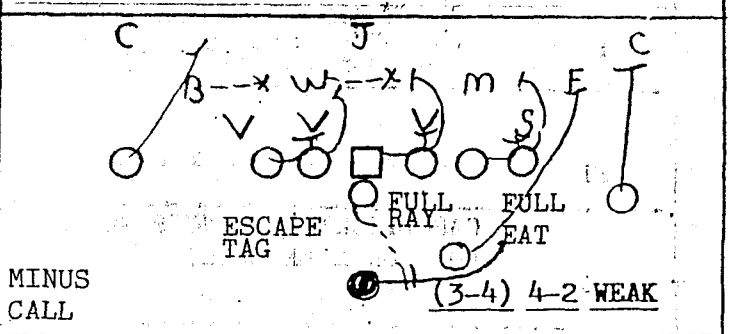
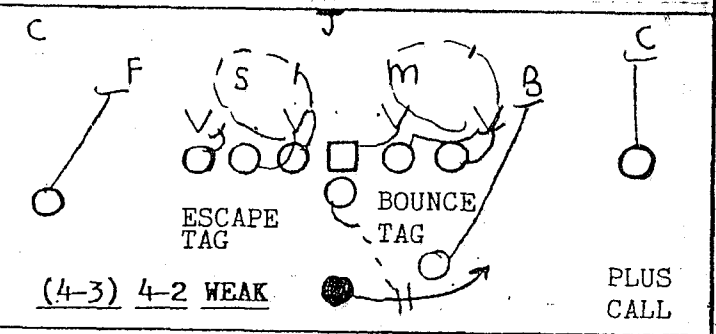
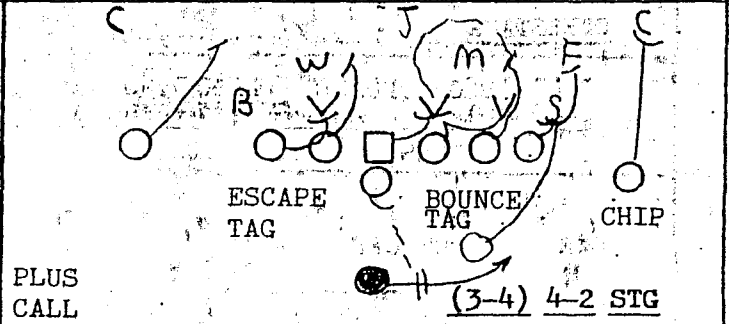
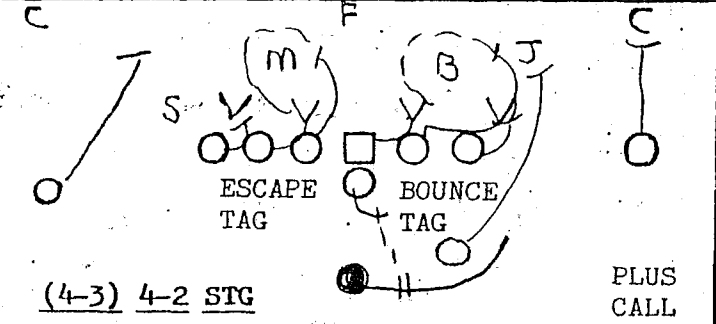
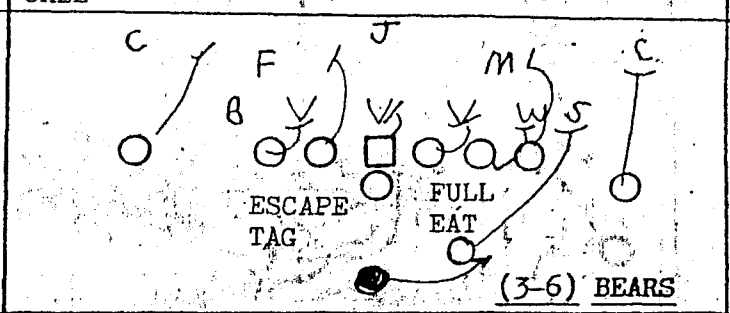
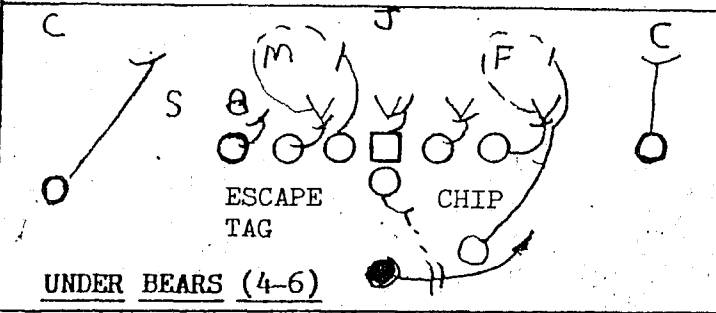
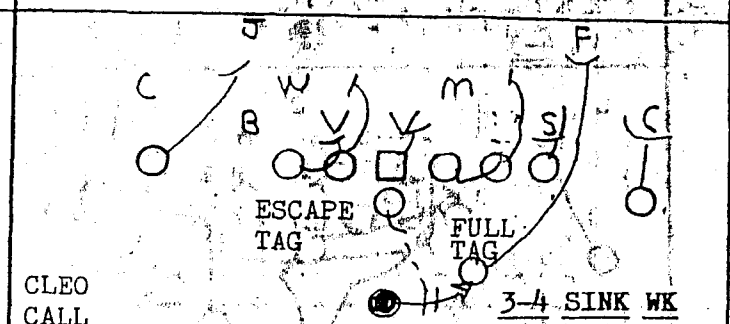
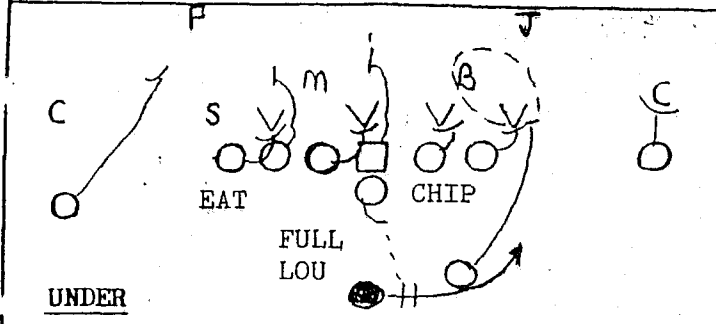
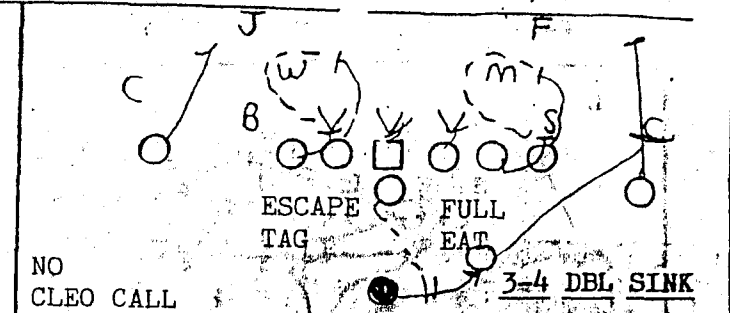
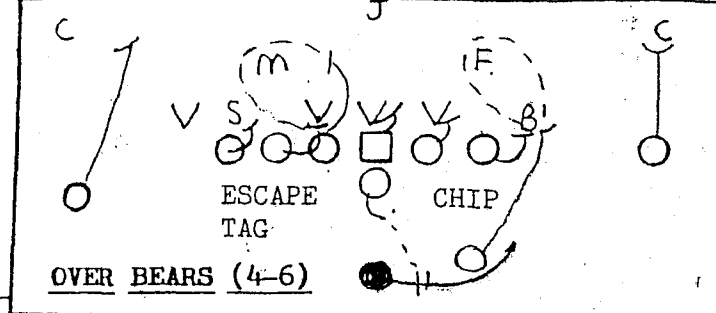
QB 1. REVERSE OUT & TOSS BALL WITH SLIGHT LEAD.  
2. TARGET 12 B.C. NUMBERS.  
3. FOLLOW TOSS IN CASE OF FUMBLE.

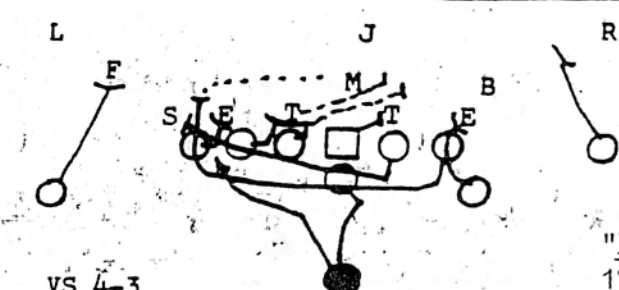
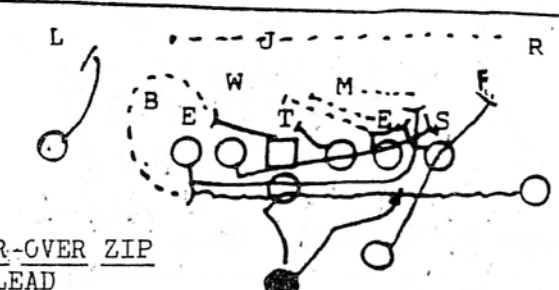
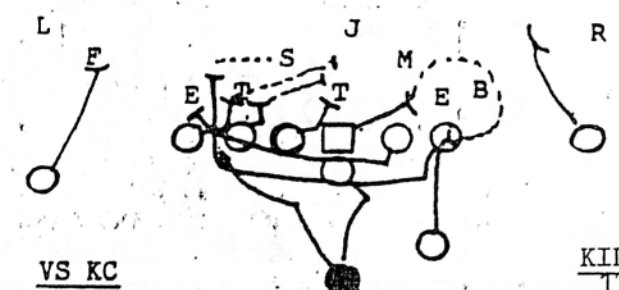
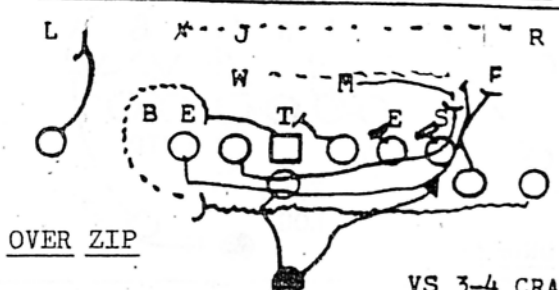
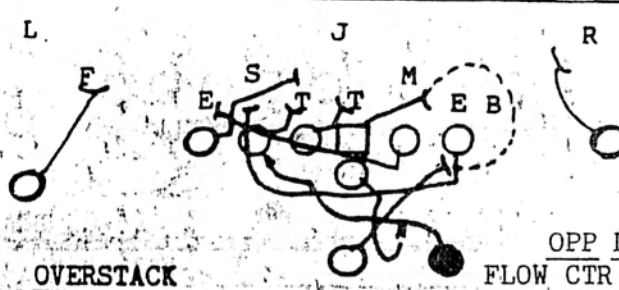
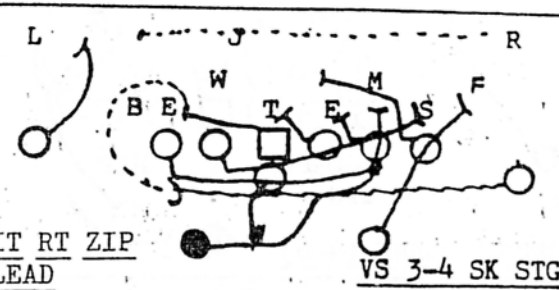
BC IN TEEN POSITION ACCEPT TOSS,  
THREATEN CONTAIN, KEY RB'S  
BLOCK.  
WHEN 3 POSITION ALERT QUICK JET  
CALL.

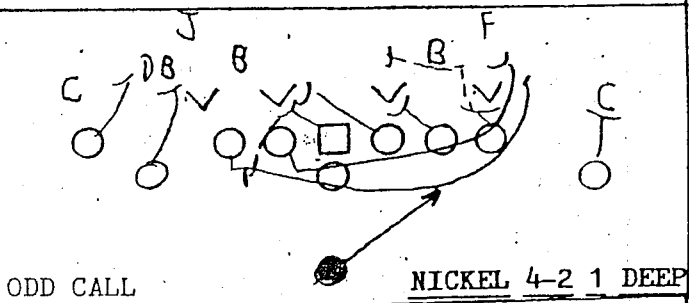
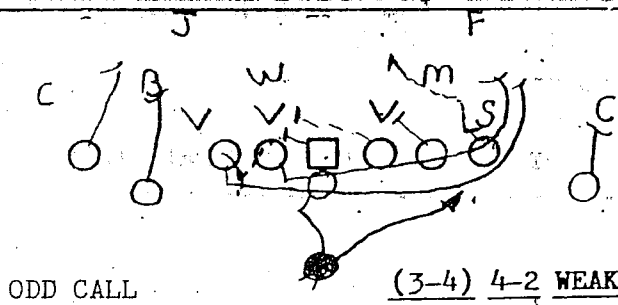
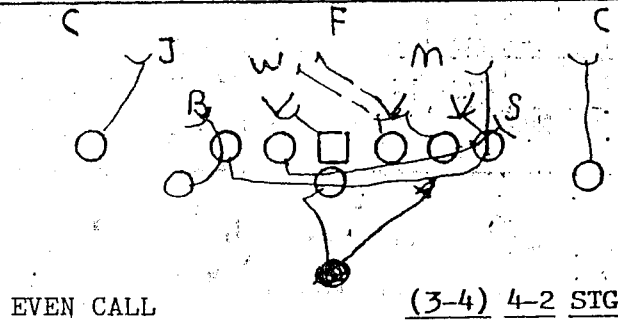
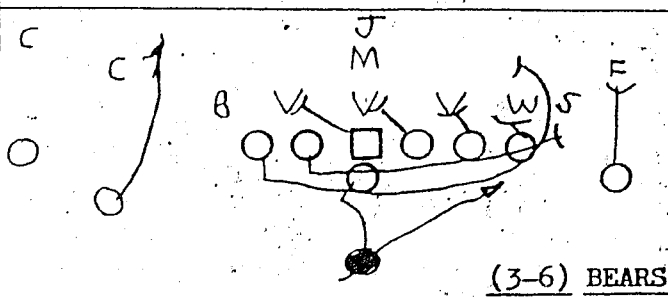
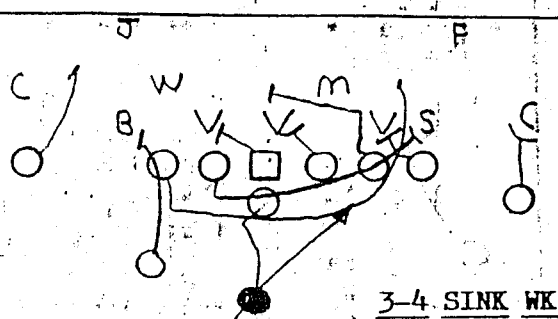
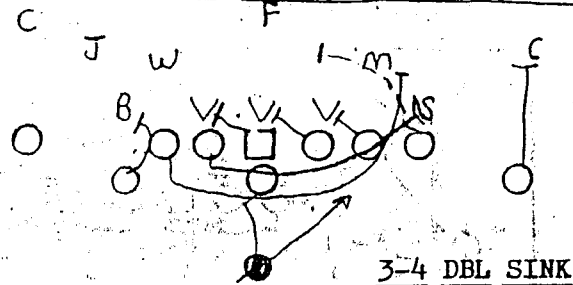
RB  
LEAD FOR OUTSIDE # HIT ON #1  
HOOK HIM IF POSSIBLE VS. SINK OR  
BUCK IN "L" POSITION CHIP BLOCK  
WITH P.S.T. ALERT TO CLIMB BLOCK  
MAN IN "L" POSITION IF HE FLOWS  
HARD. ON RUN THROUGH YOU HAVE  
#1 ALONE.  
YOU MUST SUSTAIN YOUR BLOCK.  
BOSS: YOU WILL BLOCK FORCE.  
ALERT FOR CHIP WITH Y.

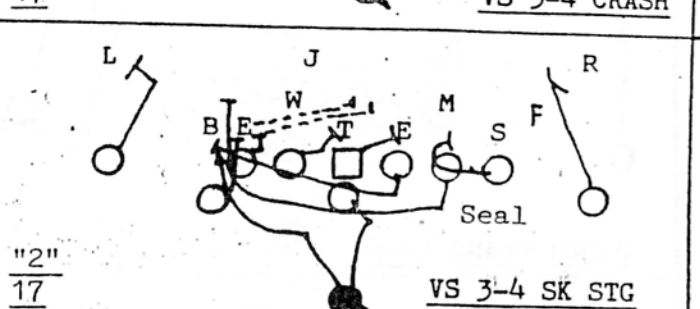
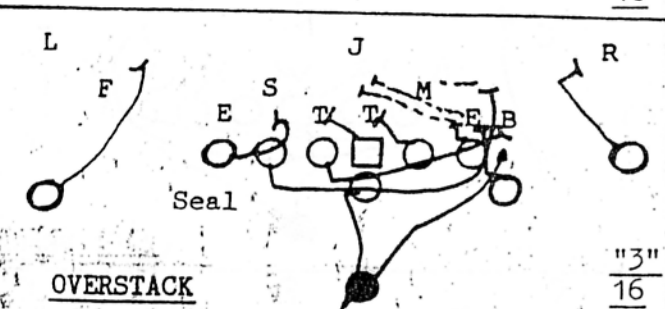
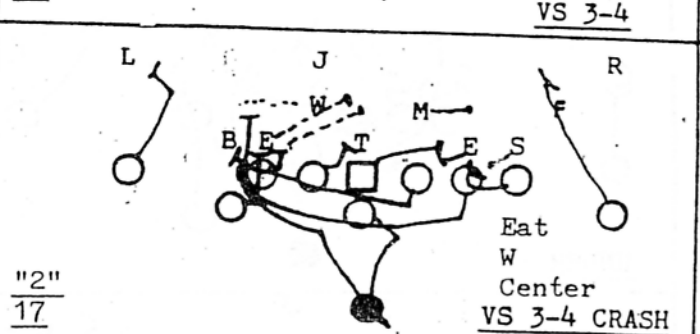
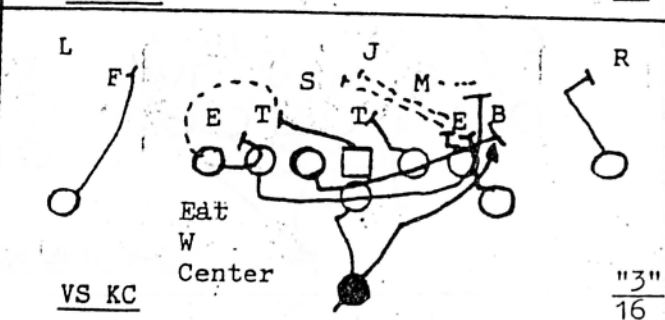
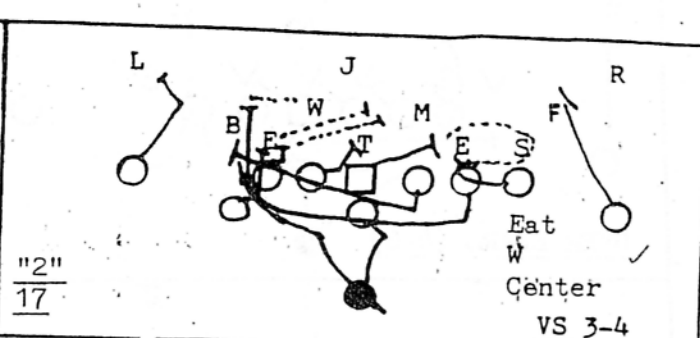
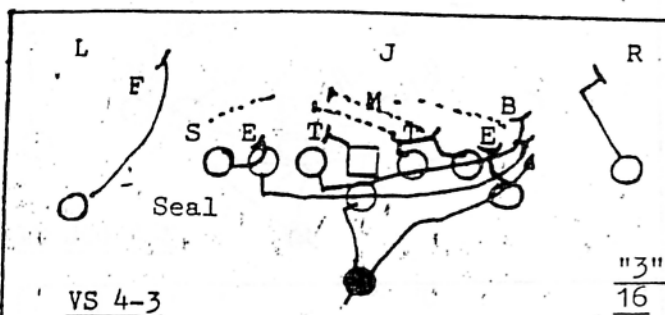
BLOCKING VARIATIONS CLEO CALL:

RB BLOCKS S/S      WR - BLOCKS CORNER.



 <p>VS 4-3</p> <p>"3" 17</p>	 <p>STIR-OVER ZIP 16 LEAD</p> <p>VS 3-4</p>
 <p>VS KC</p> <p>KILL 17</p>	 <p>"O" OVER ZIP 16</p> <p>VS 3-4 CRASH</p>
 <p>OVERSTACK</p> <p>OPP LT FLOW CTR 17</p>	 <p>SPLIT RT ZIP 16 LEAD</p> <p>VS 3-4 SK STG</p>
<p>PWR BLOCK FORCE. ON LEAD - BLOCK 2ND FORCE. ON ZIP - SEAL OFFSIDE PURSUIT WITH CENTER</p>	<p>QB 1. OPEN AWAY FROM HOLE 2. FAKE ROLL OUT</p>
<p>OWR CUT OFF</p>	<p>BC 1. CTR 16/17=CROSS OVER PLANT DRIVE ACROSS TOP TO B.S.G.'S TAIL. 2. U16/17 =CTR STEP COME UNDER QB FOR FRONT FEED. KEEP AIMING POINT AT TAIL OF CALL SIDE GUARD. KEY PULLING TACKLE &amp; GUARDS BLOCKS. 3. U16/17 CLEO =SLIGHT LATERAL SLIDE ACCEPT QB'S FEED OVER THE TOP. COME DOWN HILL TO HOLE. KEY PULLING G &amp; T.</p>
<p>Y TAKE PARALLEL INSIDE STEP AND BLOCK GAP TO BUC OR WILL (MAC VS. OVER DEFENSES) (C.P. TURN OUT VS. 4-6 DEFENSE)</p>	
<p>PT GAP BLOCKING PRINCIPLES</p>	
<p>PG GAP BLOCKING PRINCIPLES (ODD OR EVEN CALL)</p>	<p>RB 1. CTR 16/17 PULL &amp; CUT OFF MAN OVER PULLING TACKLE 2. CTR 16/17 CLEO INFLUENCE MAN OVER TE BLOCK FORCE, IF MAN OVER CROSSES YOUR FACE BLOCK HIM. 3. CTR U16/17 CLEO SAME TECH APPLY</p>
<p>C GAP BLOCKING PRINCIPLES MAKE ODD CALL VS EVEN DEF. IF THERE IS NO ONE TO BLOCK DE</p>	
<p>OFG PULL AND TRAP 1ST MAN OUTSIDE TE'S BLOCK</p>	
<p>OFT PULL AND LEAD OFF YOUR G'S TRAP BLOCK</p>	<p>BLOCKING VARIATIONS</p>





PWR BLOCK FORCE

QB 1. OPEN AWAY FROM HOLE  
2. FAKE ROLL OUT

OWR CUT OFF

BC

SPRINT SPOT: OFF TACKLES TAIL, CROSSOVER PLANT. DRIVE ACROSS TOP TO PLAY SIDE GUARDS TAIL. READ PULLING TACKLE FOR PATH ADJUSTMENT. NOTE=PLAY MUST START DOWN HILL AT P.S.G.'S AREA FIRST RUN TO DAYLIGHT.

Y EAT TECHNIQUE, WITH CENTER, SEAL

PT GAP BLOCKING PRINCIPLES

RB

SHORT LATERAL STEP. KEEP SHOULDERS POINTED UPFIELD=IF DE GOES INSIDE PUSH HIM OVER TO TACKLE, THEN COME OFF IN TIME FOR MAC, IF DE WORKS OUT TO YOU, SUSTAIN AND DRIVE HIM. VS. SINK YOUR SIDE TAKE LATERAL STEP BUCK CROSS FACE PIN HIM, N/T GO BACK FOR MAC-WILL CROSS YOUR FACE TAKE HIM.

PG GAP BLOCKING PRINCIPLES

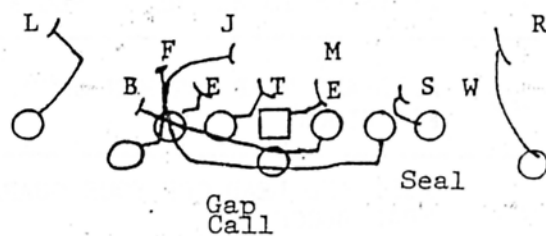
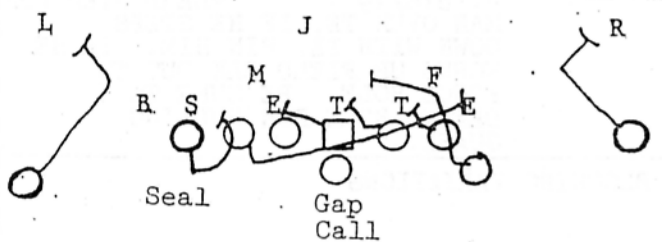
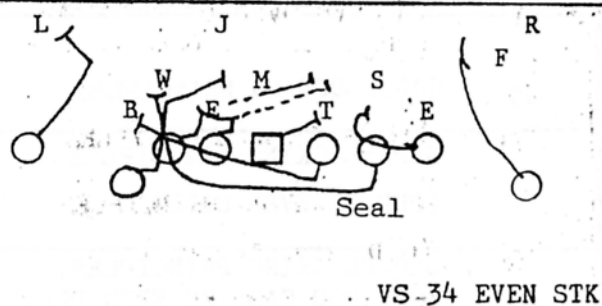
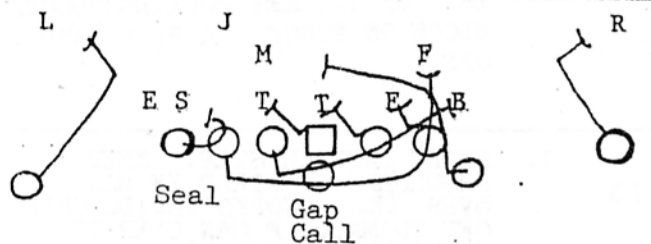
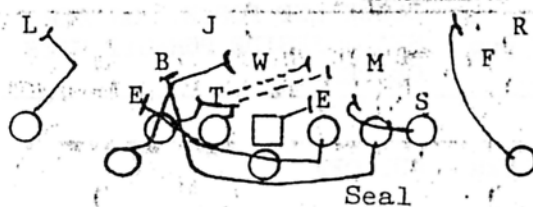
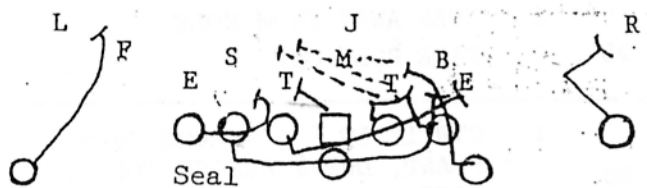
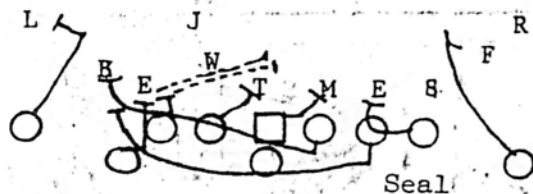
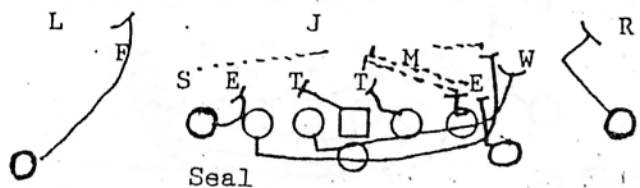
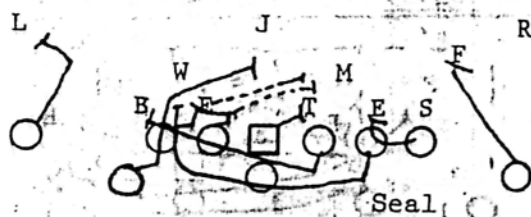
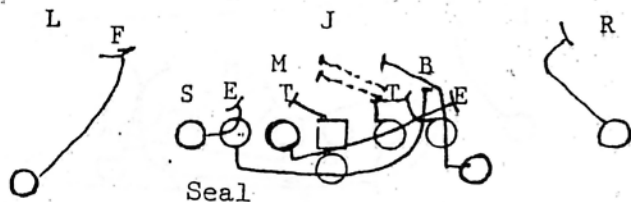
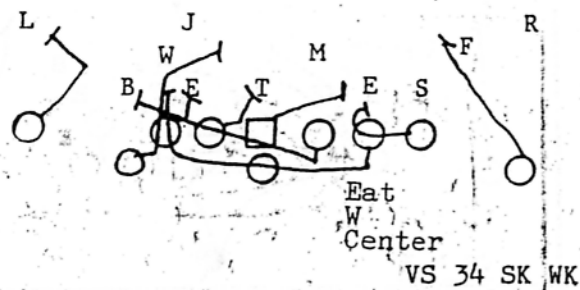
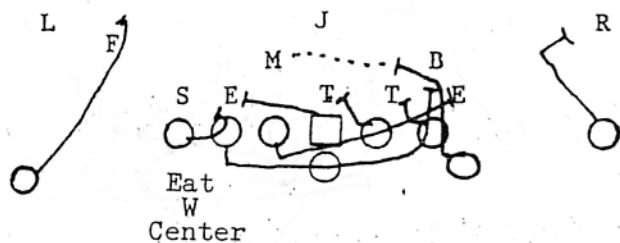
C GAP BLOCKING PRINCIPLES

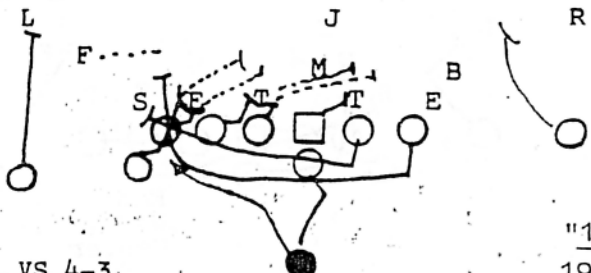
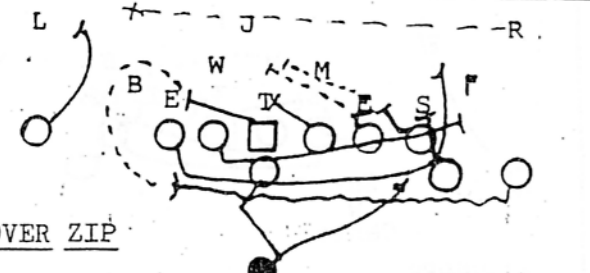
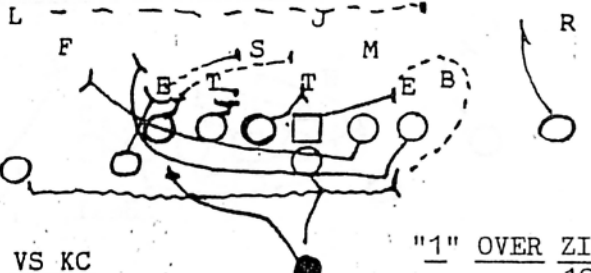
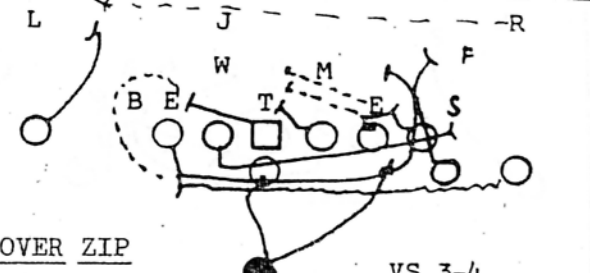
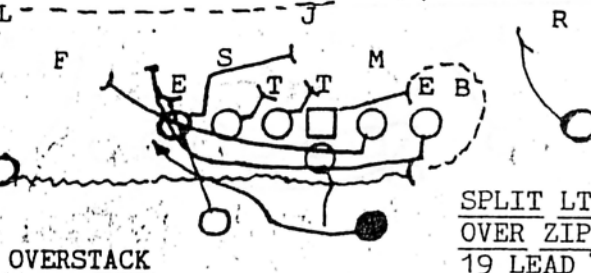
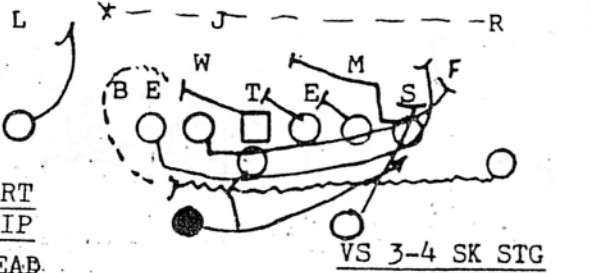
OFG PULL AND TRAP 1ST MAN OUTSIDE F'S BLOCK

BLOCKING VARIATIONS

OFT PULL AND LEAD OFF YOUR G'S TRAP BLOCK





 <p>VS 4-3</p> <p>"1" OVER ZIP 19</p>	 <p>"0" OVER ZIP 18</p> <p>VS 3-4</p>
 <p>VS KC</p> <p>"1" OVER ZIP 19</p>	 <p>"0" OVER ZIP 18</p> <p>VS 3-4</p>
 <p>OVERSTACK</p> <p>SPLIT LT OVER ZIP 19 LEAD</p>	 <p>SPLIT RT OVER ZIP 18 LEAD</p> <p>VS 3-4 SK STG</p>
<p>PWR BLOCK 2ND FORCE. ON ZIP SEAL OFFSIDE PURSUIT WITH CENTER</p>	<p>QB 1. OPEN AWAY FROM HOLE 2. FAKE ROLL OUT</p>
<p>OWR CUT OFF</p>	<p>BC 1. CTR 18/19 =CROSS OVER PLANT, DRIVE ACROSS TOP. ACCEPT BALL. KEY PULLING GUARDS BLK ON FORCE. FOLLOW PULLING TACKLE 2. U18/19 STEP FOR TAIL OF TE, KEY PULLING GUARDS BLOCK ON FORCE. A FLOW HAND OFF.</p>
<p>Y TAKE PARALLEL INSIDE STEP AND BLOCK GAP TO BUC OR WILL (MAC VS OVER DEFENSES AND BEARS) (ODD CALL - BLOCK 2nd LB)</p>	
<p>PT GAP BLOCKING PRINCIPLES</p>	
<p>PG GAP BLOCKING PRINCIPLES (ODD OR EVEN CALL)</p>	
<p>C GAP BLOCKING PRINCIPLES. MAKE ODD CALL VS EVEN DEF. IF THERE IS NO ONE TO BLOCK DE.</p>	
<p>OFG PULL AND TRAP 1ST MAN OUTSIDE F'S BLOCK</p>	
<p>OFT PULL AND LEAD OFF YOUR GUARD'S TRAP BLOCK</p>	<p>RB 1. SHORT LATERAL STEP. KEEP SHOULDERS UP FIELD IF MAN OVER TE, WORKS INSIDE CHIP OFF TO MAC, IF MAN OVER TE WORKS INTO YOU TAKE HIM. SUSTAIN. IF HE WORKS HARD OUTSIDE YOU GO TO INSIDE MAN. 2. U18/19 =LEAD STEP FOR MAN OVER TE, IF HE STEPS DOWN WITH TE, PIN HIM. IF HE WORKS UP FIELD BLK OUT TO FORCE HOLE. BE SURE TO DEFINE HOLE FOR PULLING GUARD.</p> <p>BLOCKING VARIATIONS</p>

OVER BEARS (4-6)

3-4 DBL SINK

UNDER

3-4 SINK WK

UNDER BEARS (4-6)

(3-6) BEARS

(4-3) 4-2 STG

(3-4) 4-2 STG

(4-3) 4-2 WEAK

ODD CALL

ODD CALL

(3-4) 4-2 WEAK

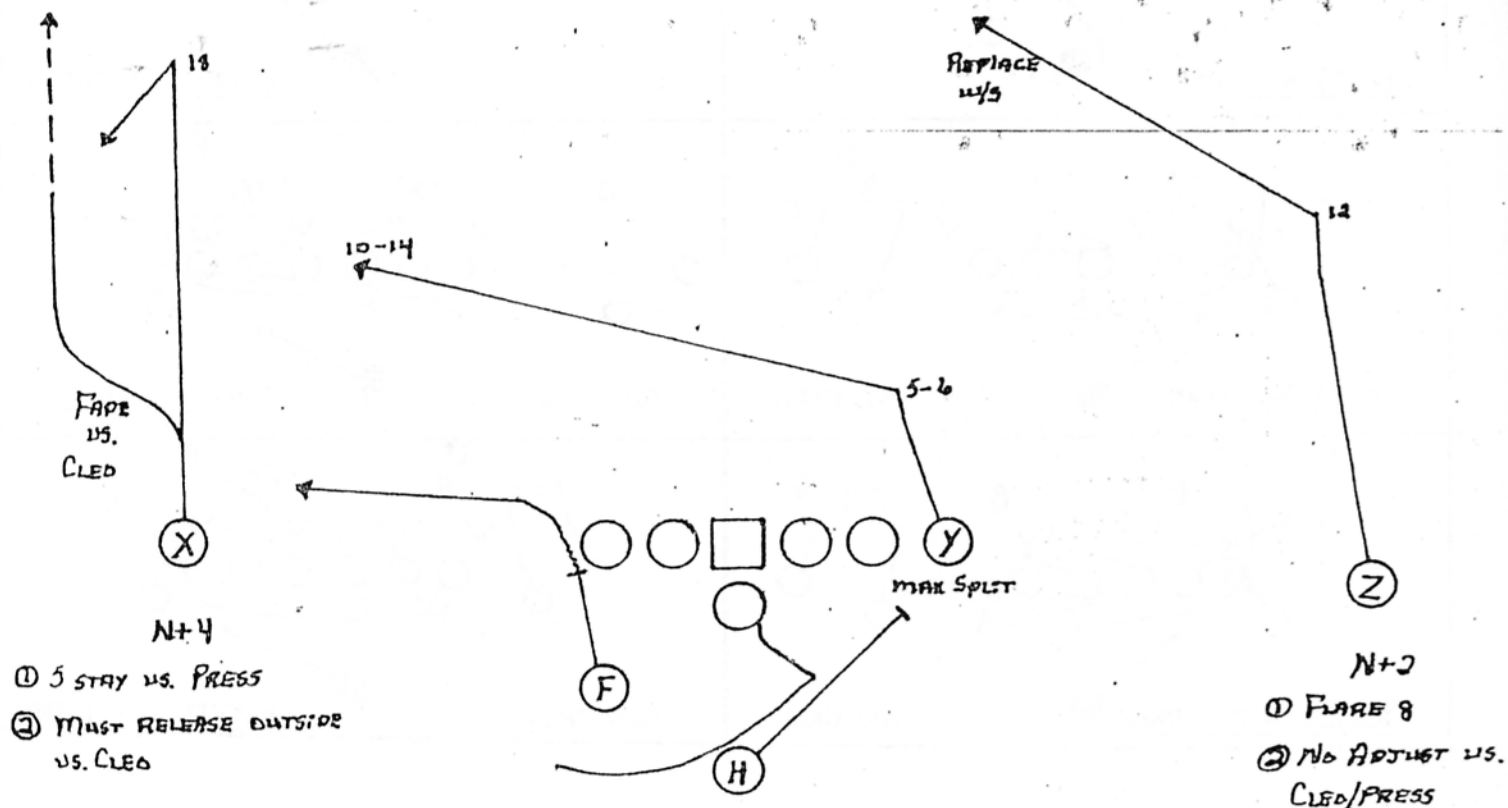
NICKEL 4-2 2 DEEP

ODD CALL

ODD CALL

NICKEL 4-2 1 DEEP

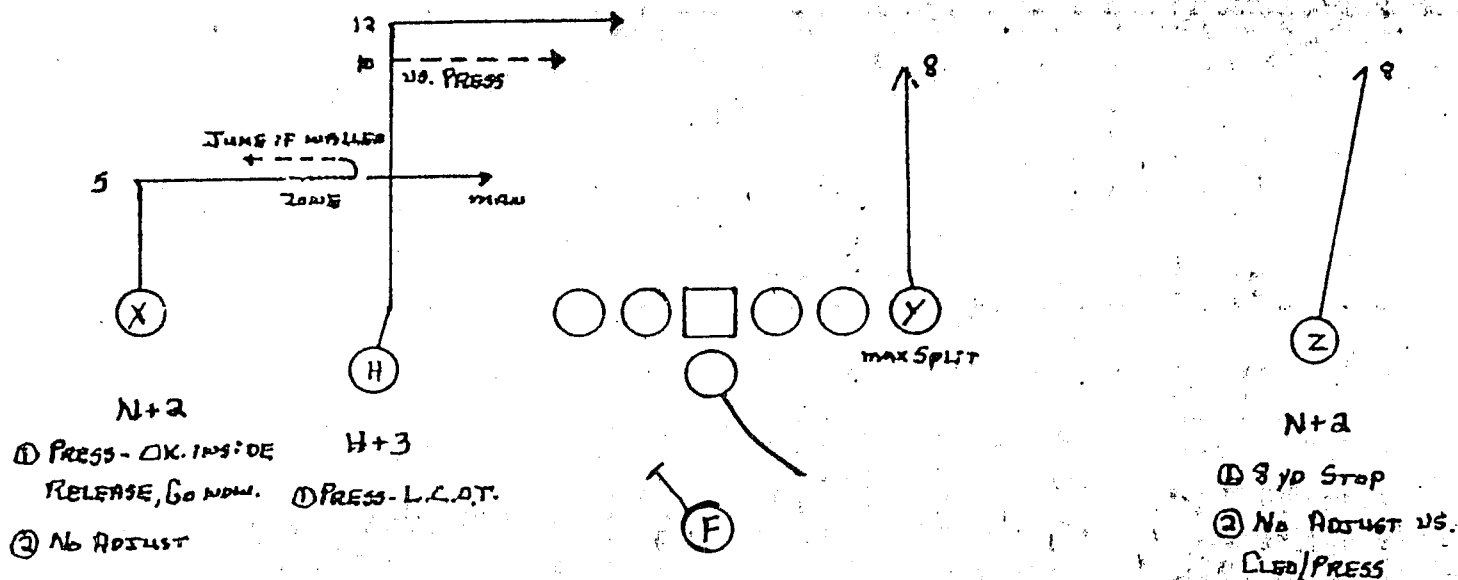
8



# Aug. 40

(K-Gun)

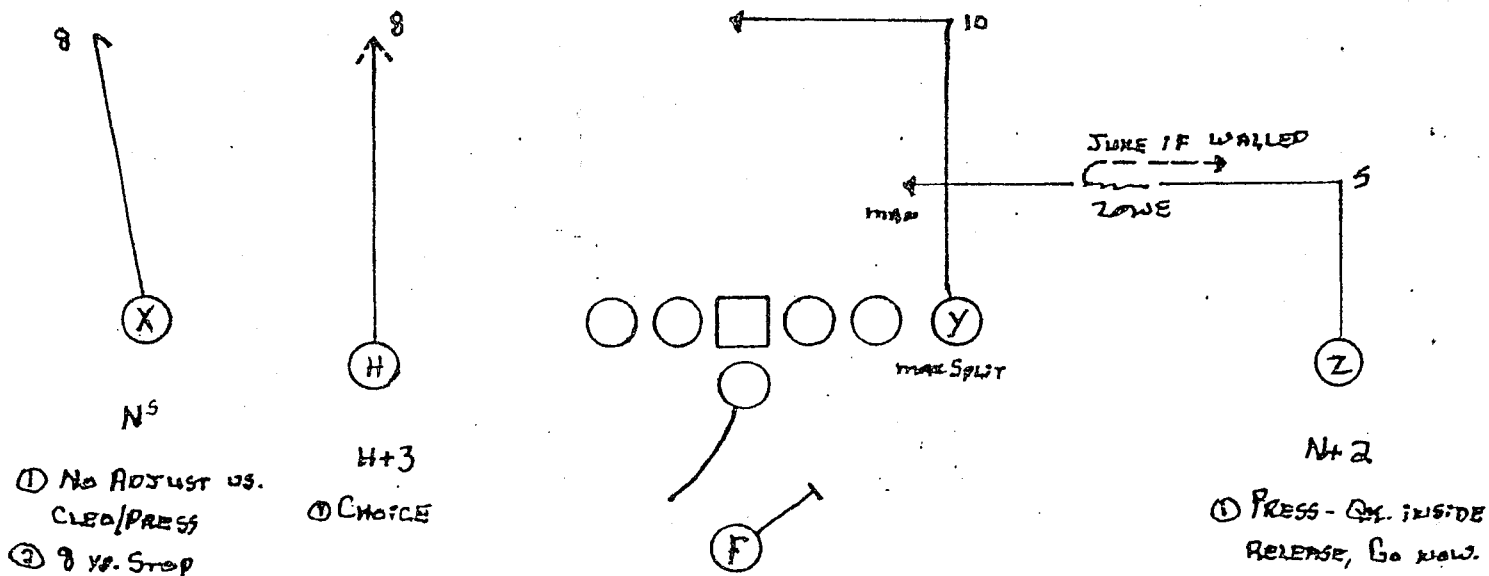
6 + 8



# Aug. 41

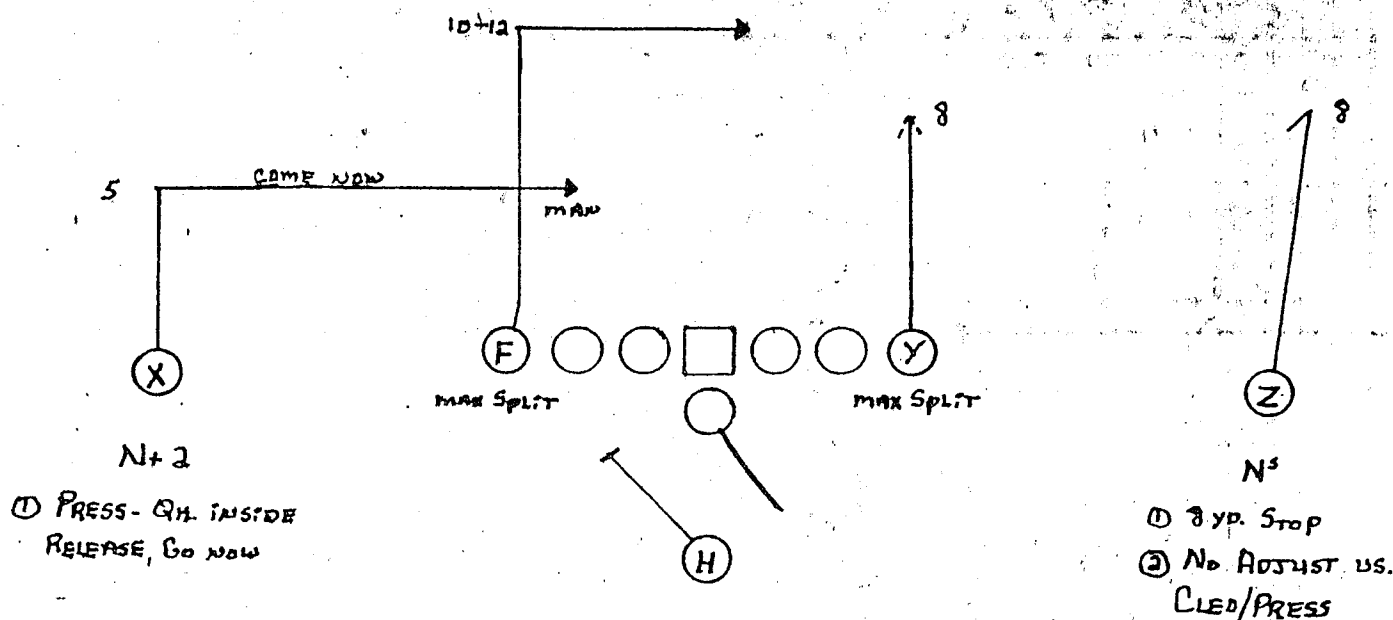
(K-Gun)

6 + 8



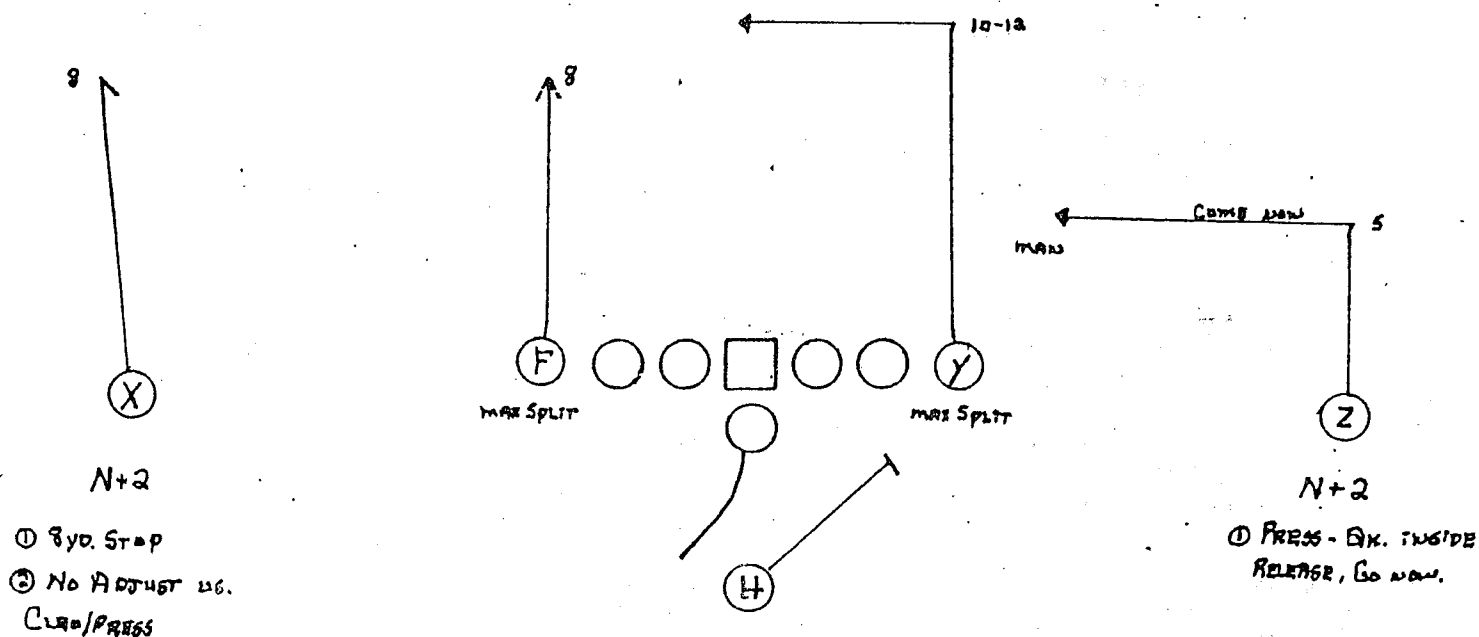
# Aud. 40

(REG.) (ACE) 2



# Aud. 41

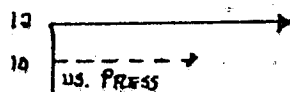
(REG.) (ACE) 2



Hud. 40

(REG.)

CAR

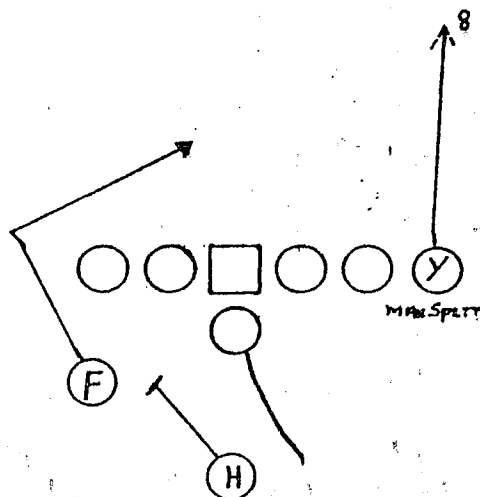


(X)

N+2

① No ADJUST vs.  
CLEO/PRESS

② PRESS - L.C.D.T

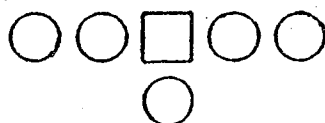


(Z)

N+1

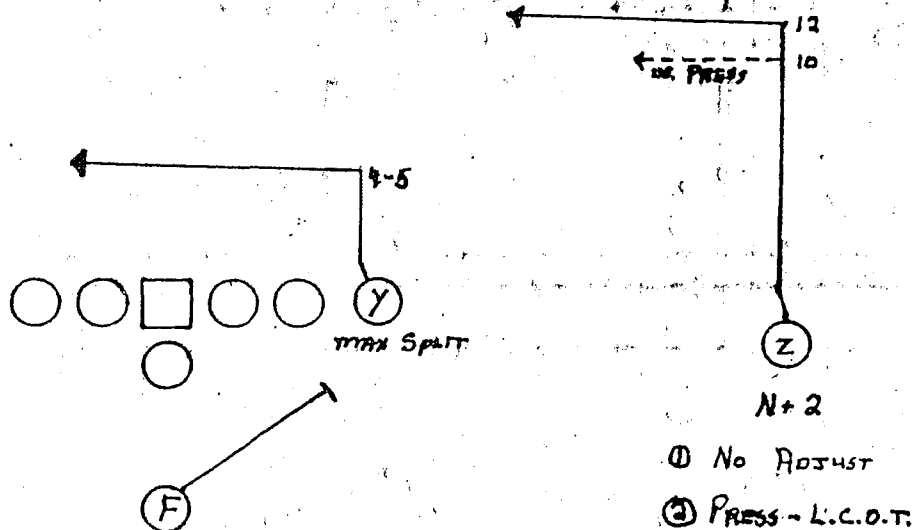
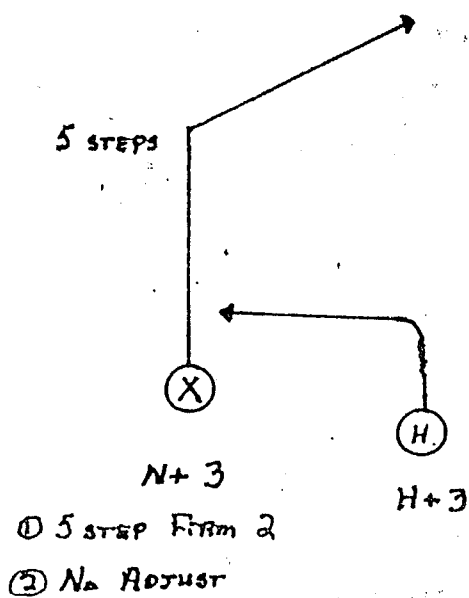
① No ADJUST vs.  
CLEO/PRESS

② 8 yr. STOP



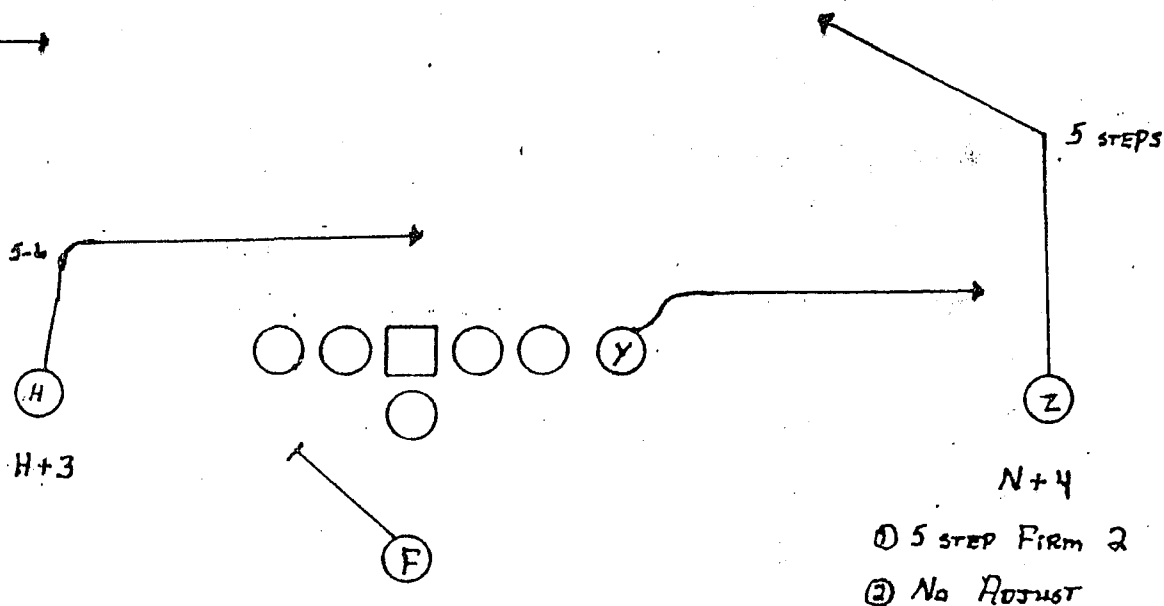
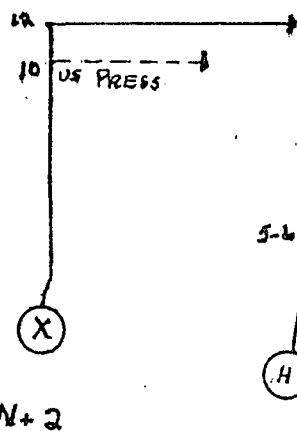
HUD. 43

(K-GUN) 6 + 8



HUD. 42

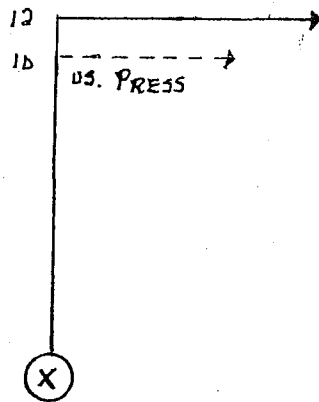
(K-GUN) 6 + 8





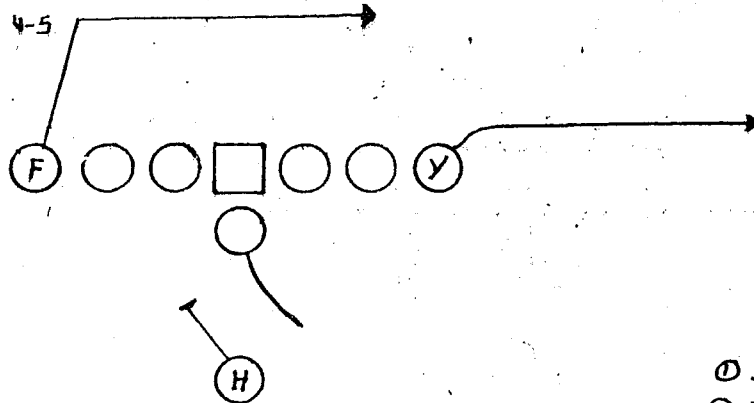
Aug. 42

(REG.) (AGE) 2



$N+2$

- ① No ADJUST US. CLED/PRESS
- ② PRESS- L.C.O.T.



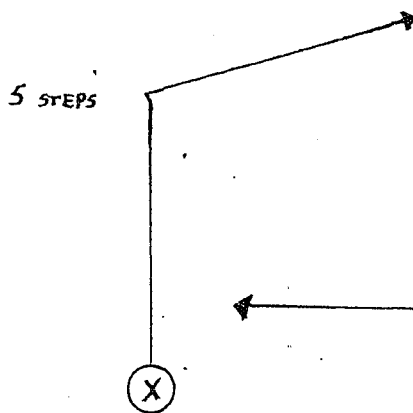
5 STEPS

$N+2$

- ① 5 STEP FIRM 2
- ② No ADJUST US. CLED/PRESS

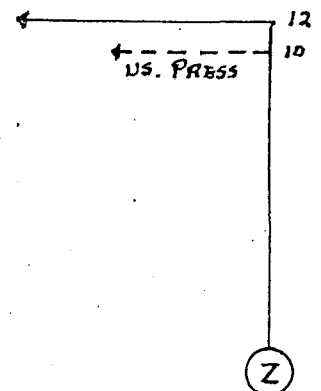
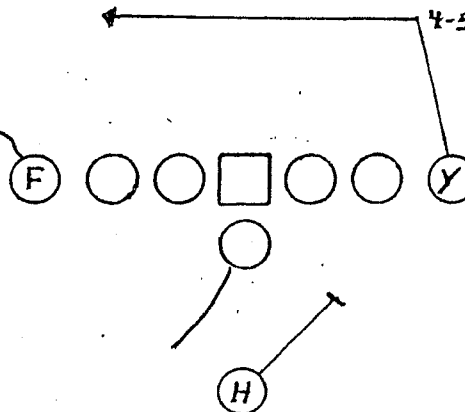
Aug. 43

(REG.) (AGE) 2



$N+2$

- ① No ADJUST US. CLED/PRESS



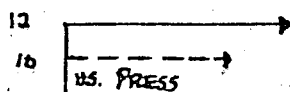
$N+2$

- ① No ADJUST US. CLED/PRESS
- ② PRESS- L.C.O.T.

Huo. 42

(REG)

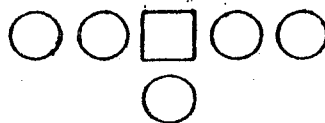
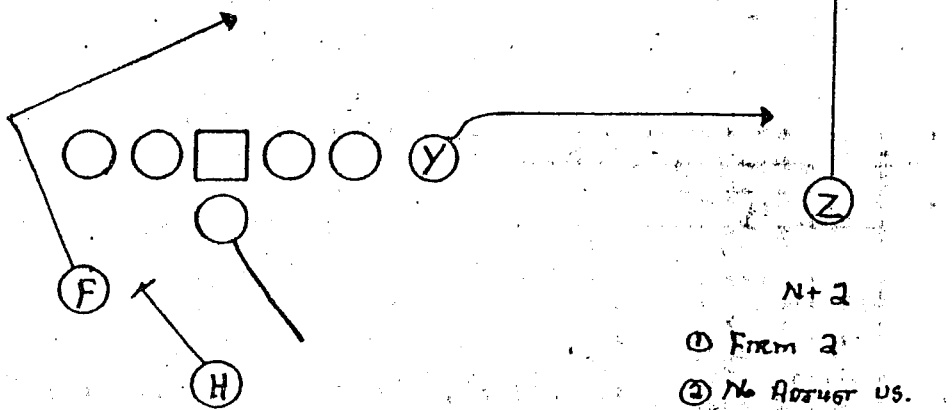
CAR



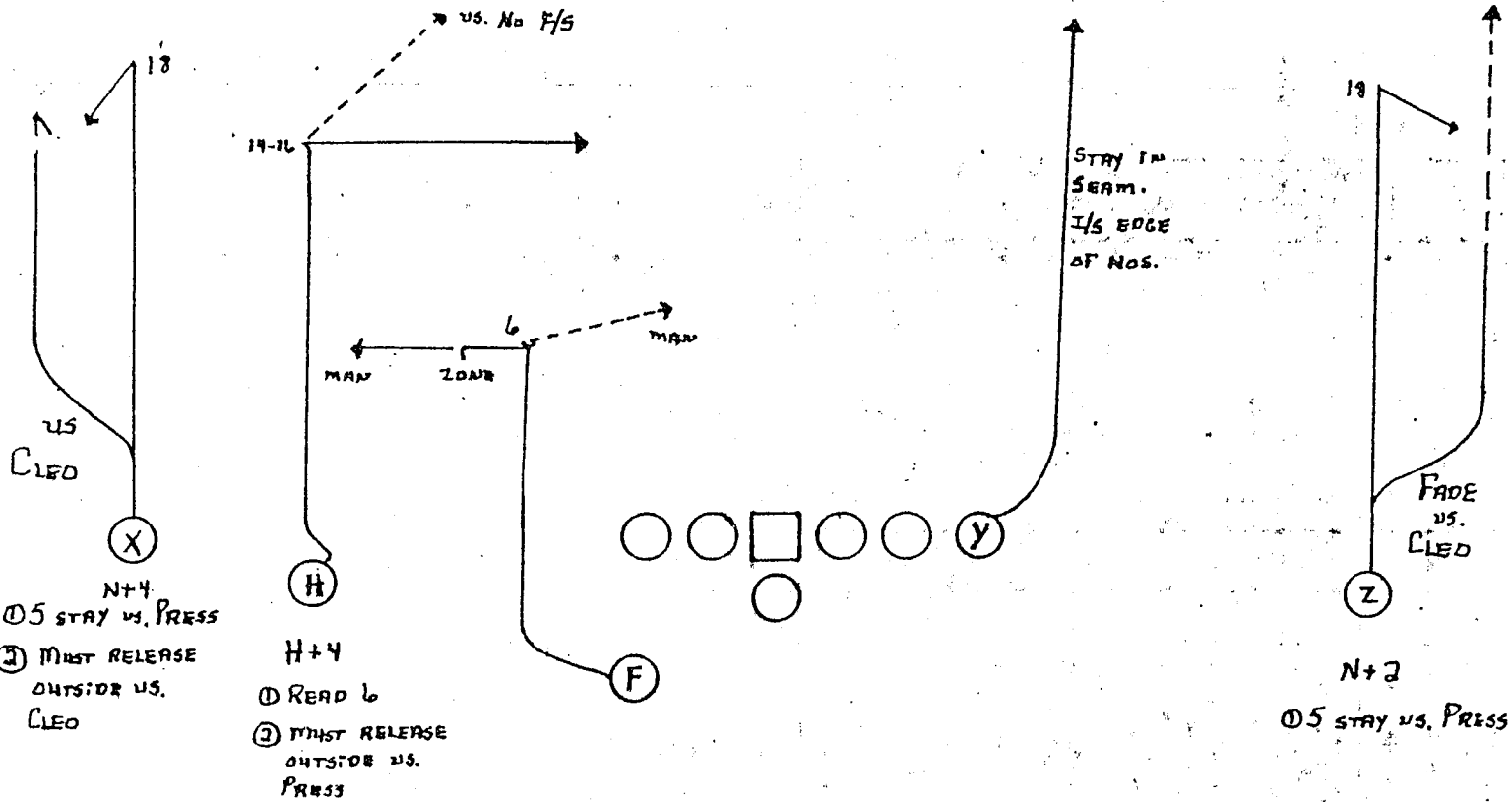
(X)

N+2

- ① No Adjust US.  
CIBO/PRESS
- ② PRESS- L.C.D.T



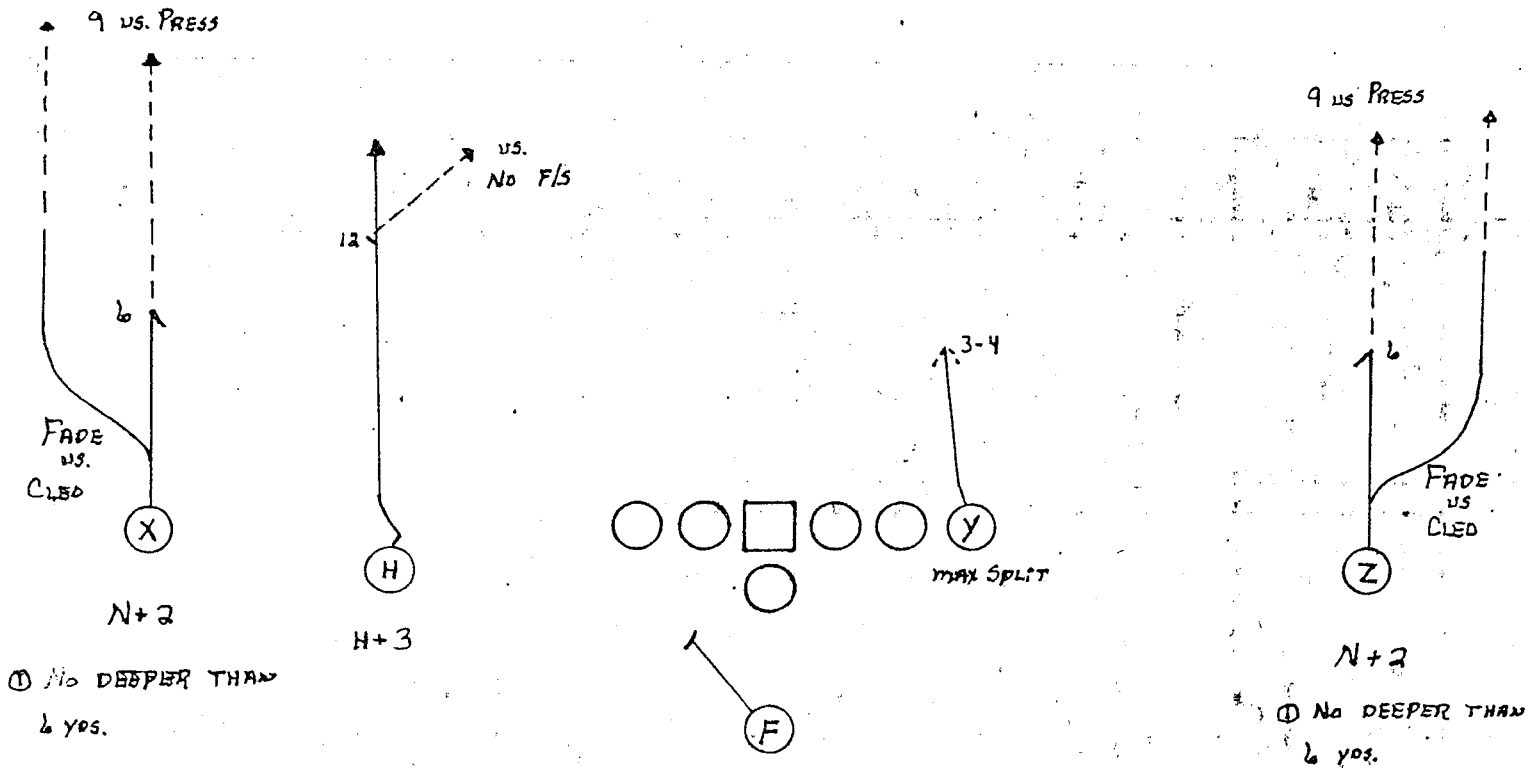
(K-GUN) 6 + 8



# Aud. 70

(K-Gun)

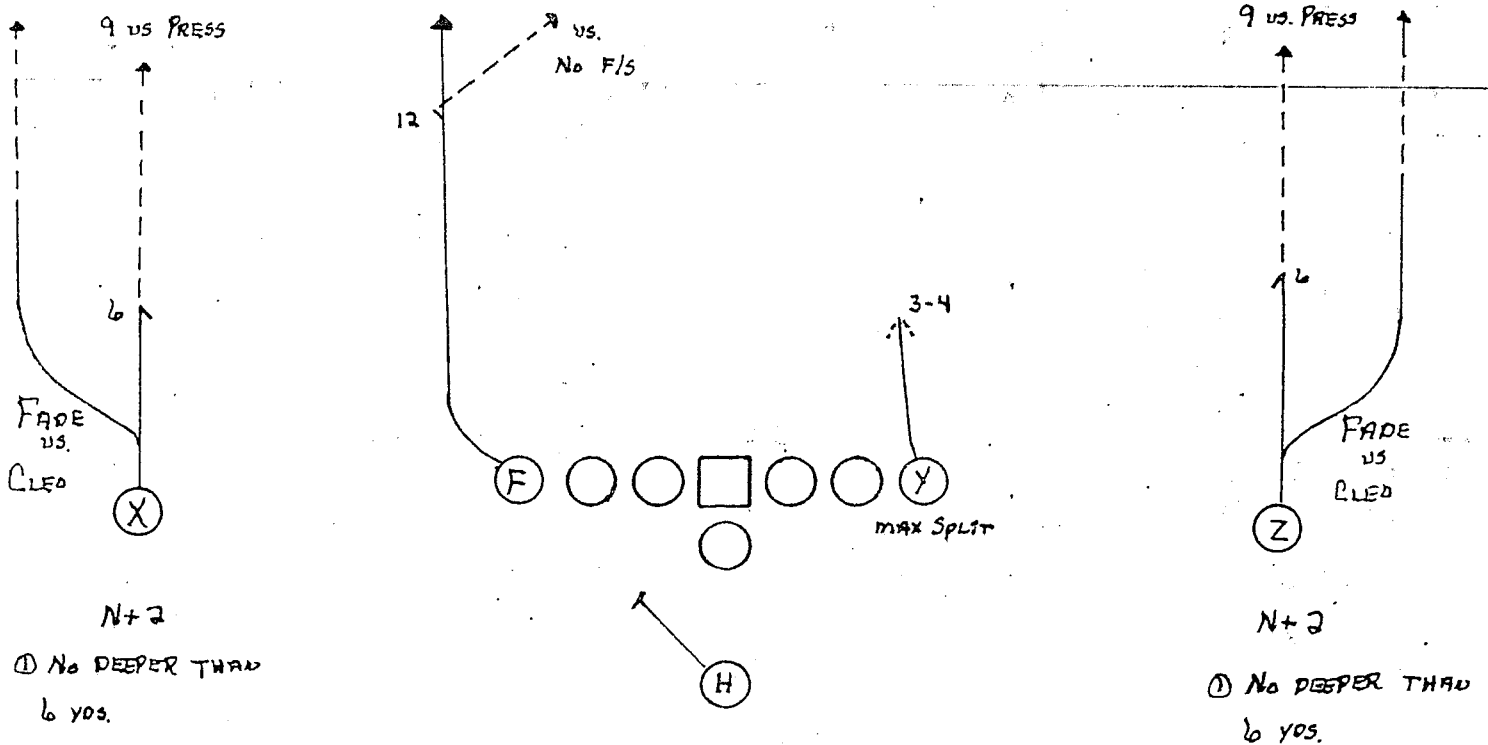
6 + 8



# Aud. 70

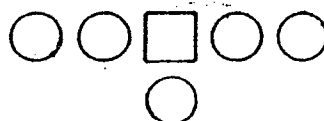
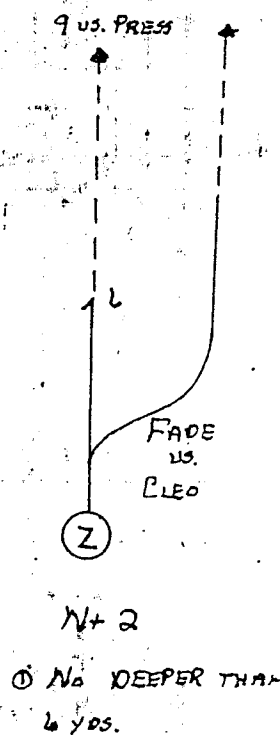
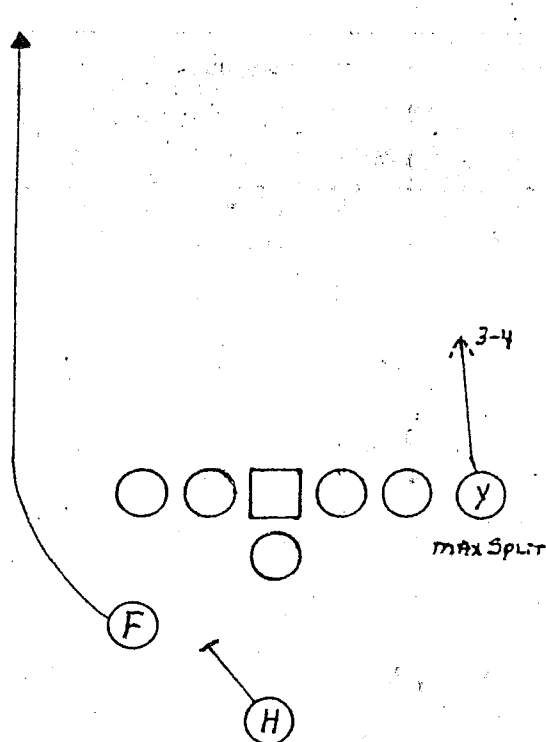
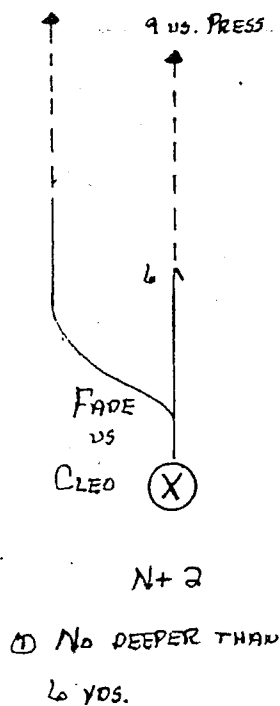
(AEE) (REG)

2



Rud. 70

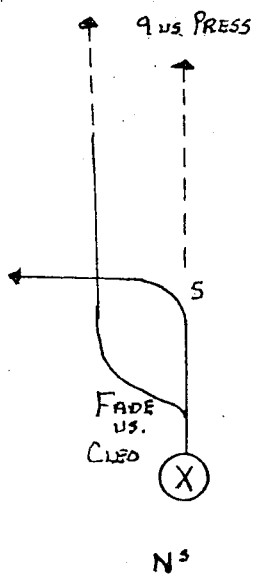
(REG) CAR



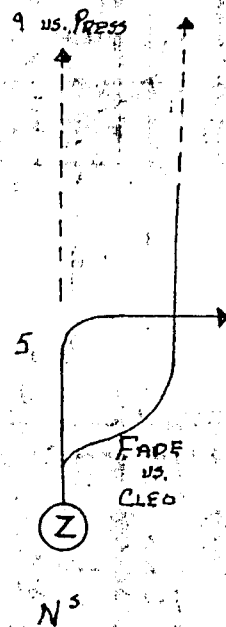
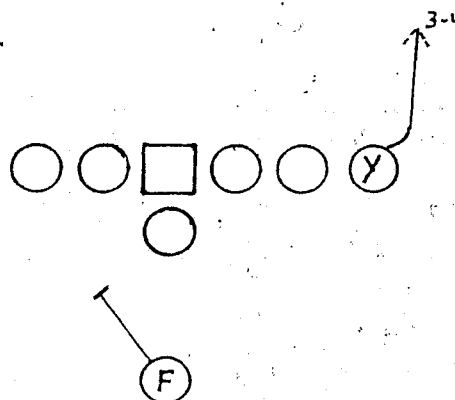
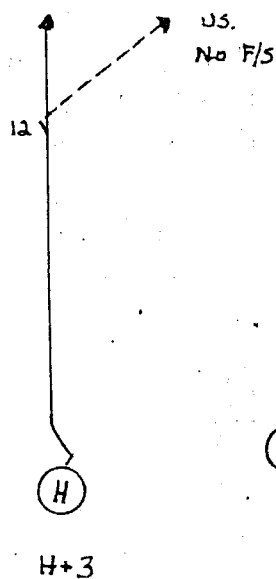
Aug. 71

(K-6UN)

6 + 8



① 3 STEP QK. Out

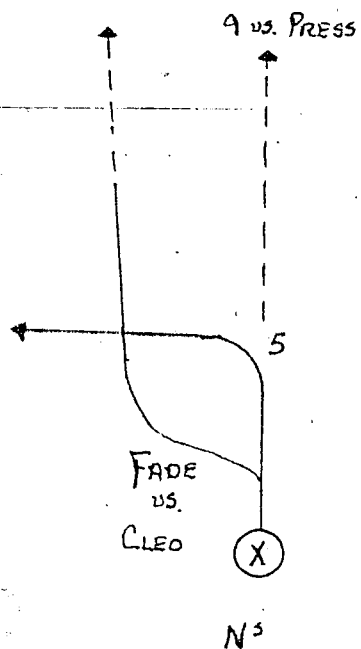


① 3 STEP QK. Out

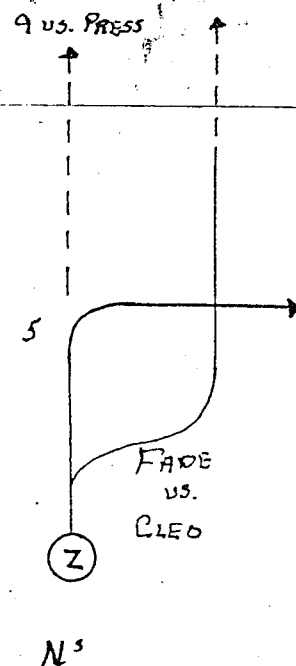
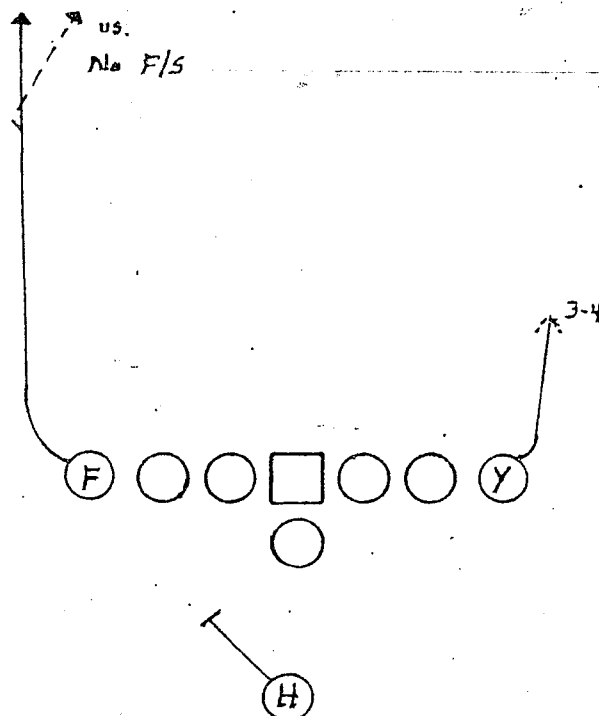
Aug. 71

(REG.) (ACE)

2



① 3 STEP QK. Out

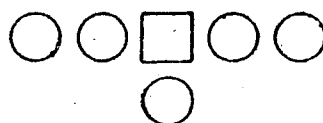
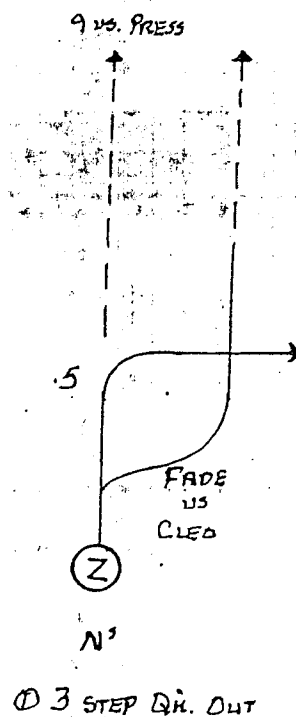
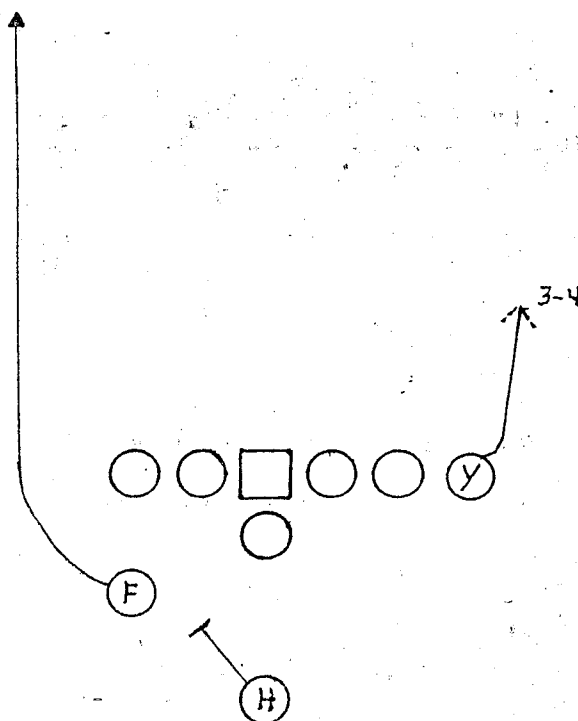
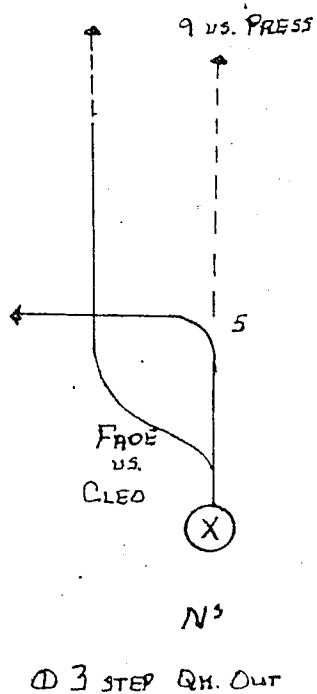


① 3 STEP QK. Out

# Aug. 71

(REG)

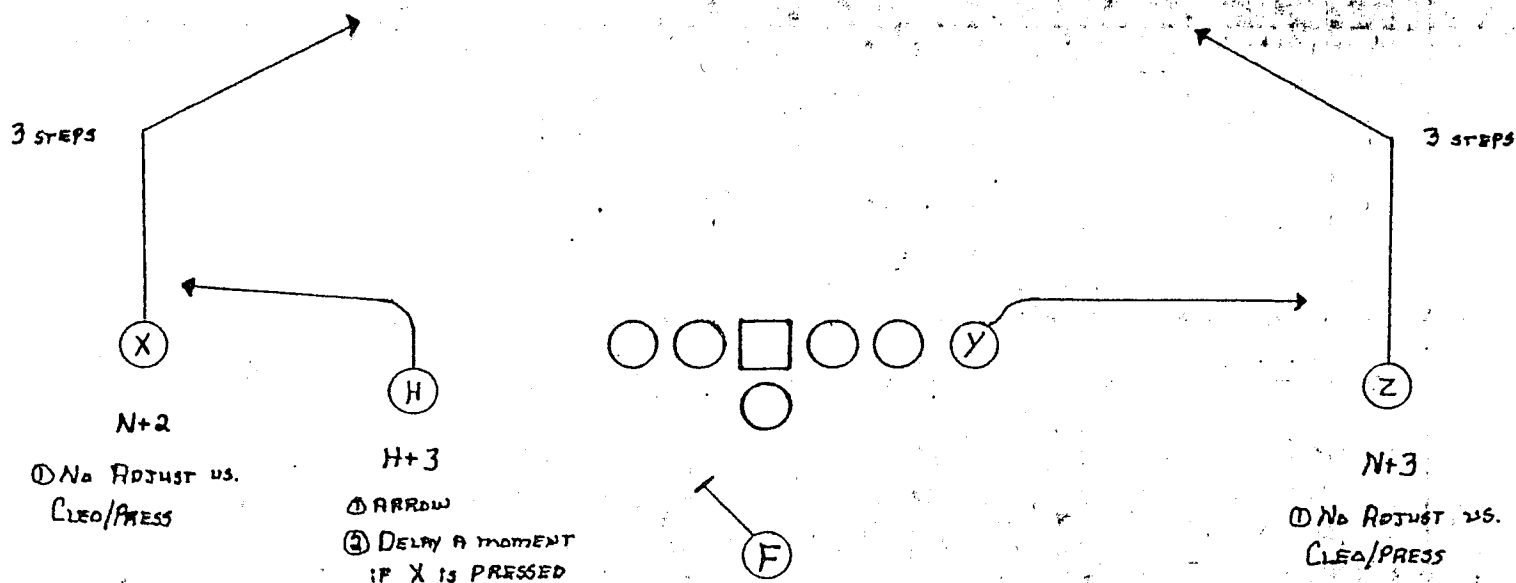
CAR



Aug. Qk. 72

(K-GUN)

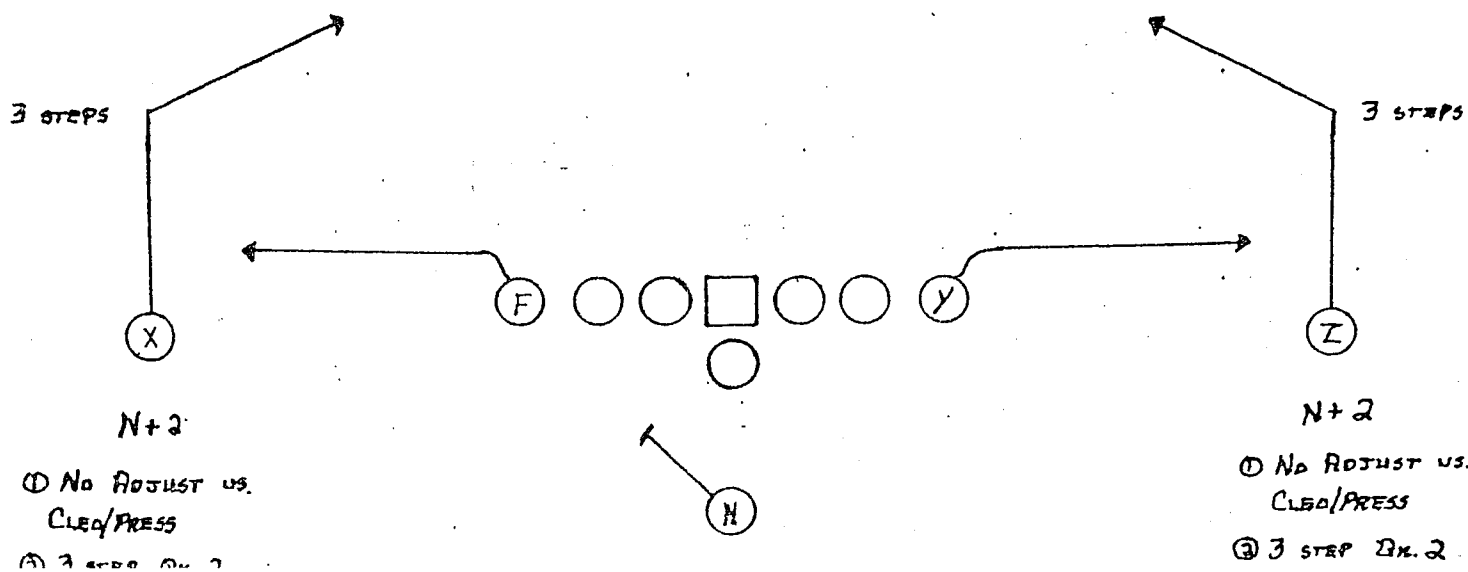
6 + 8



Aug. 72

(ACE)

2

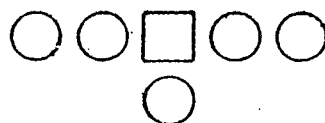
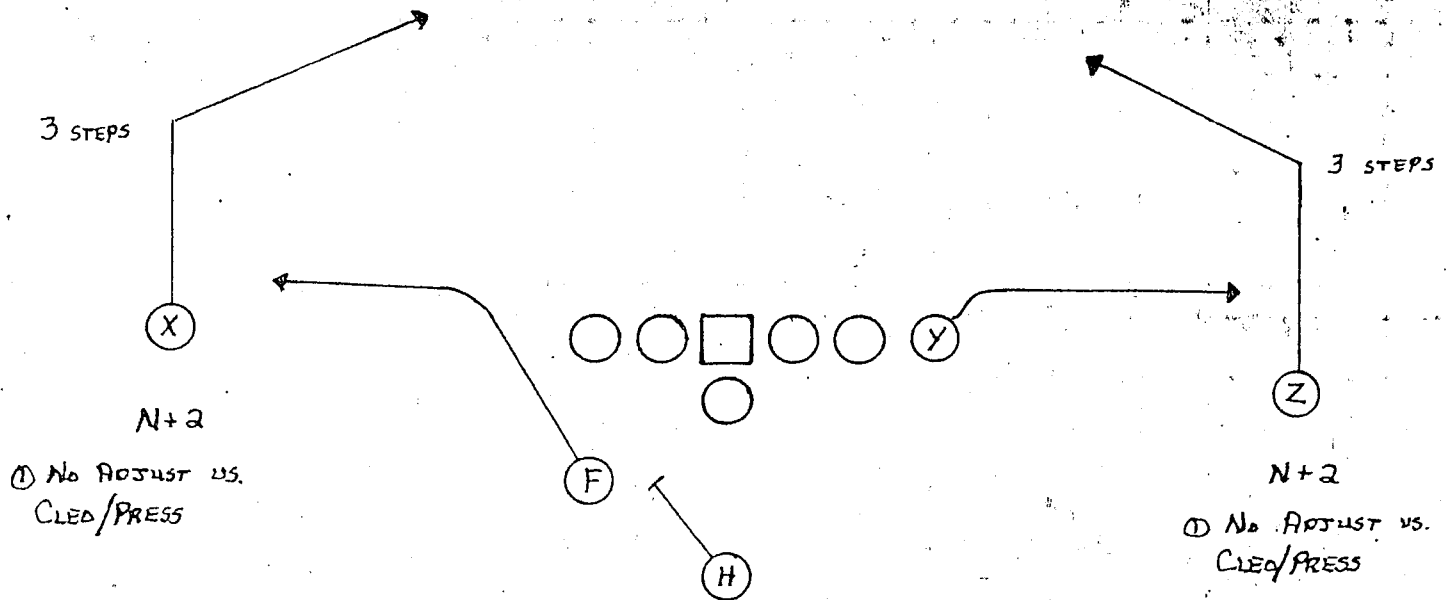




Aug. 72

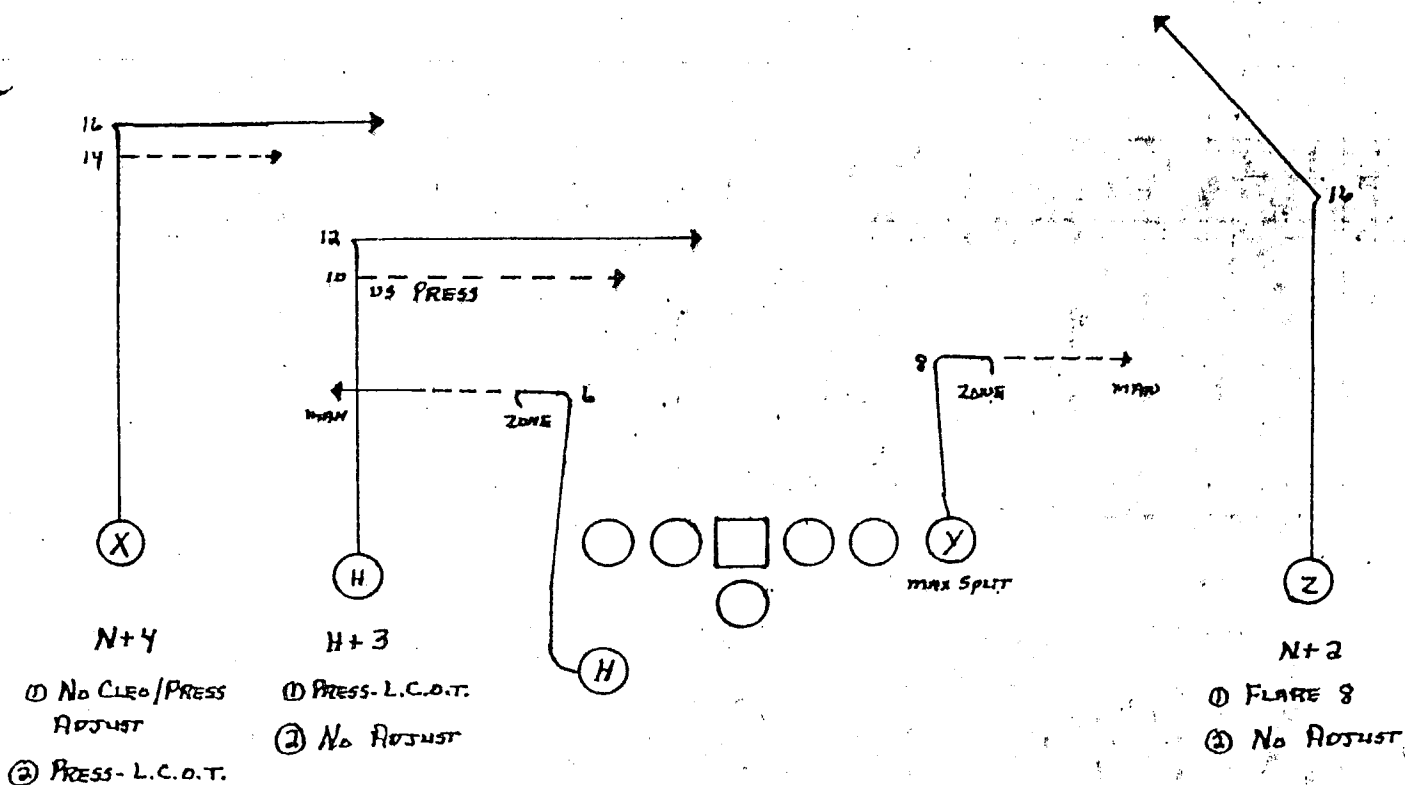
(REG)

CAR



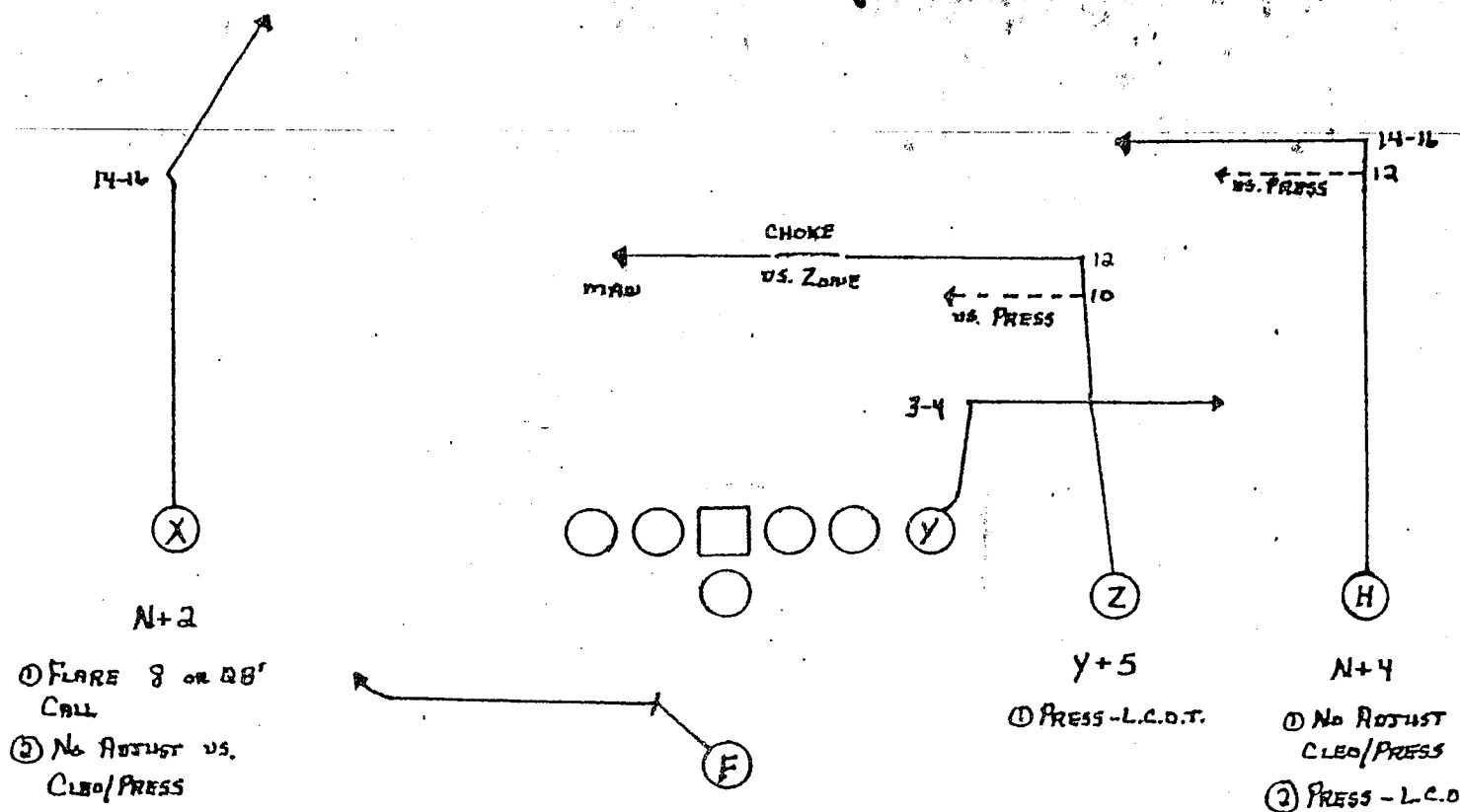
# Aud. Cow 86

# (K-GUN) 6 + 8



# Aud. 86

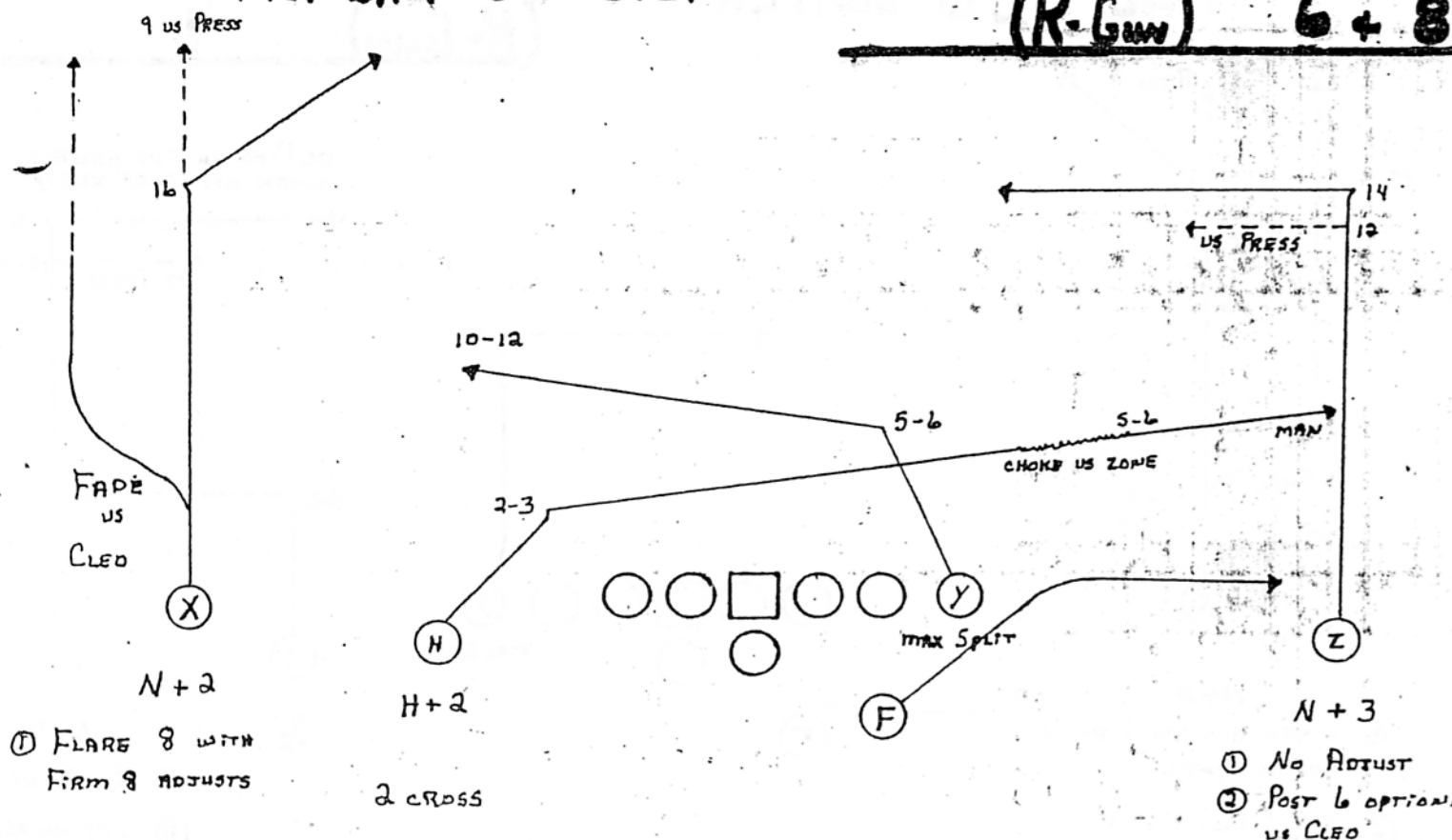
# (K-GUN) 4



(K-Guw) 6 + 8

(K-Gun)

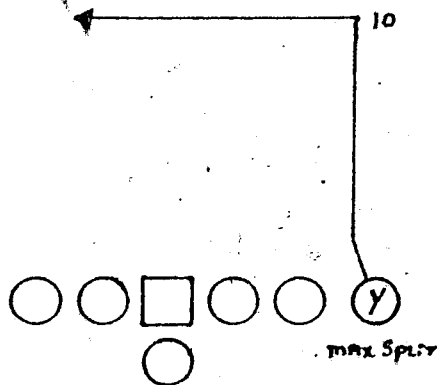
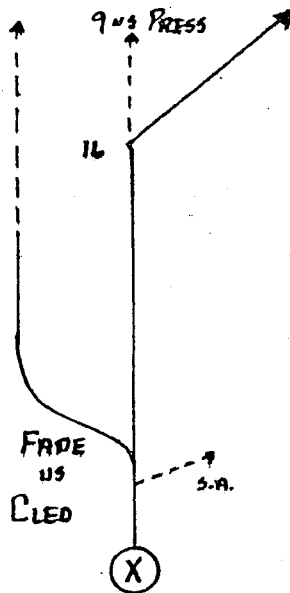
648



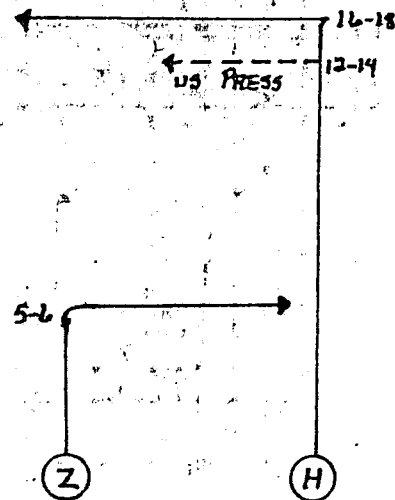
# 

(K-GUN)

4



us CLED, inside release,  
WARN OFF DEEP SAFETY.



N+2

① FLARE 8 WITH FIRM 8  
ADJUSTMENTS.

② S.A. BUCK & JILL

F

1/2

N+4

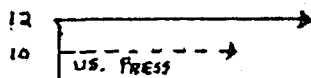
① NO ADJUST

② WIRE ON ALIC

Aud.

90

(K-GUN) (REG) 6 + 8



(X)

N+3



(H)

H+4

① 1 or 2 yrs wider than normal



(F)

IMP. INSIDE  
LBERS.

MAX SPLIT

(Y)

9 us PRESS

12

(Z)

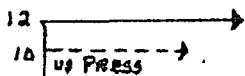
N<sup>5</sup>

① Control 3 optional, N+2

FADE  
US  
CLEO

Aud. Cow 90 switch

(K-GUN) 6 + 8 up

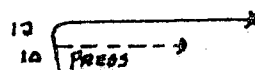


(X)

N+3

① No Adjust

② PRESS - L.C.D.T.



(H)

H+4

(F)

1/2

① FIRM 6



MAX SPLIT

(Y)

No F/s

12

9 us PRESS

12

(Z)

N+1

① Control 3 optional N+2

FADE  
US  
CLEO

And. 90

(REG.) STIR OVER

12  
10  
US. PRESS

X

N+2

① No ADJUST US.  
CLSD/PRESS

② PRESS - L.C.O.T.

4-5

Z

H+3

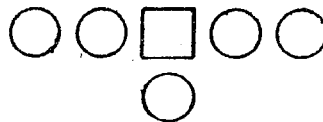


12

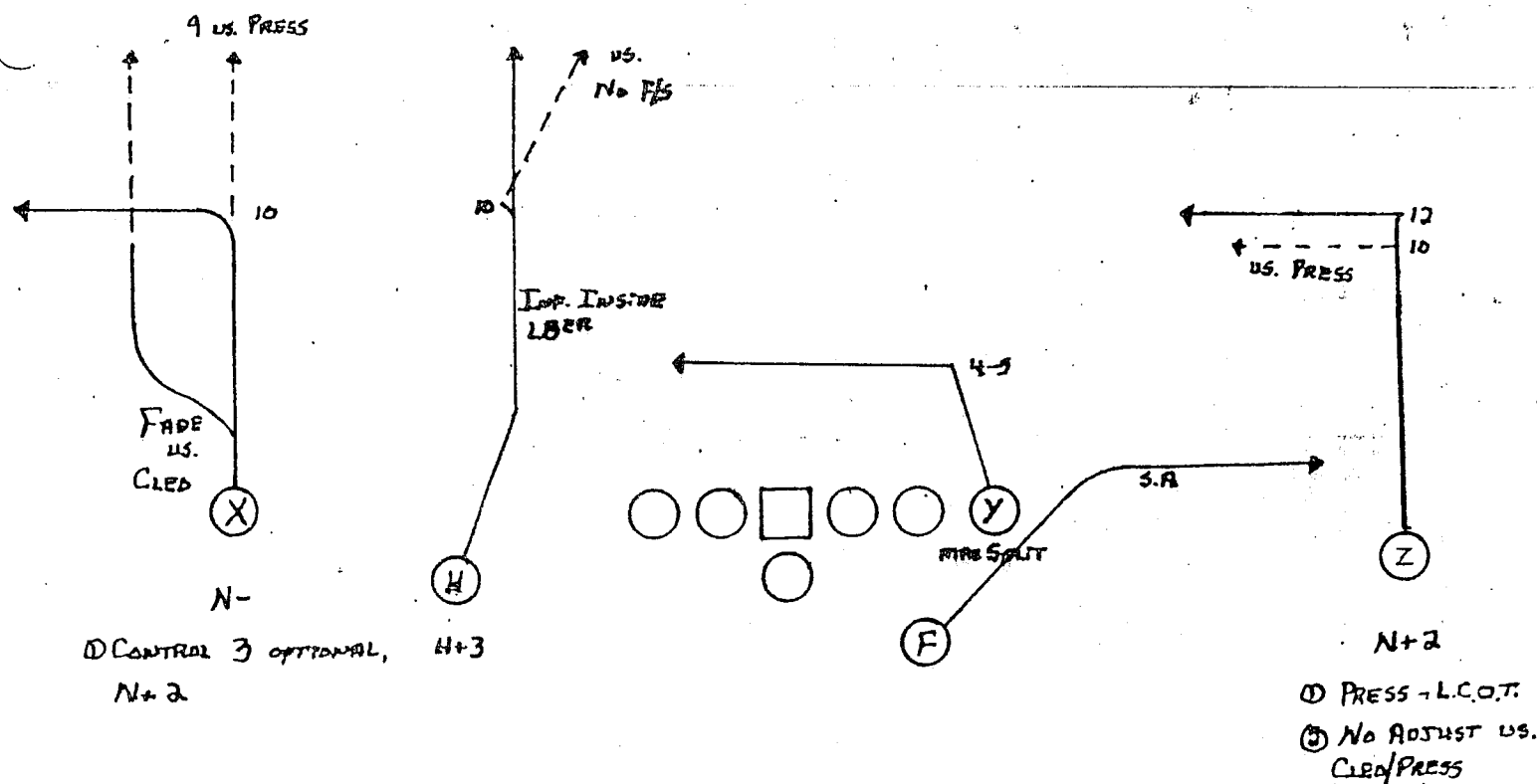
MAX SPLIT

F

H



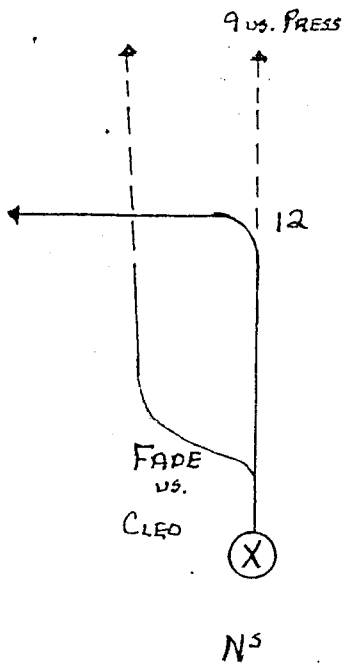
6 + 8



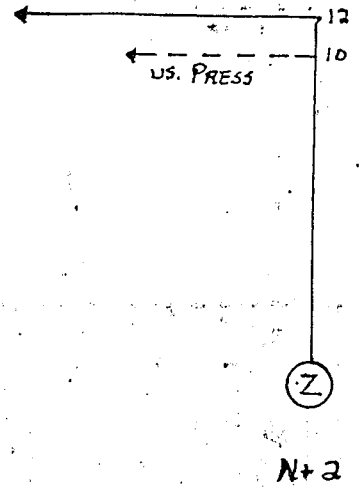
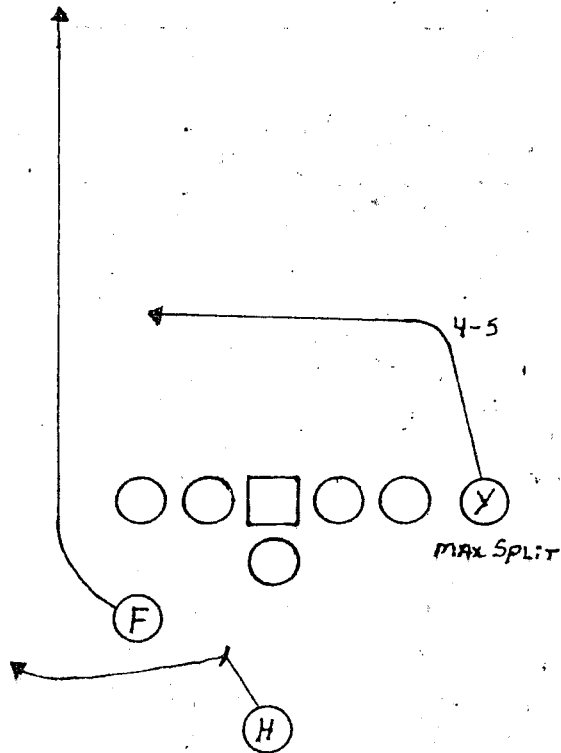
Aug. 91

(REG.)

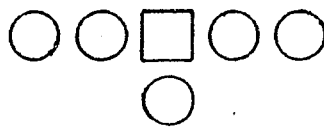
CAR



① CONTROL 3 optional,  
N+2



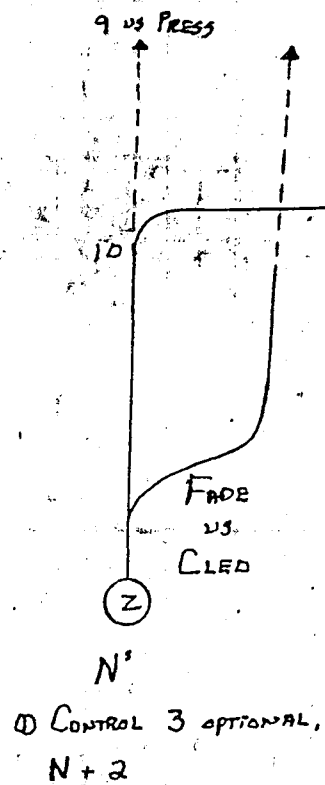
N+2  
① No Adjust vs.  
CLEO/PRESS  
② PRESS L.C.O.T.





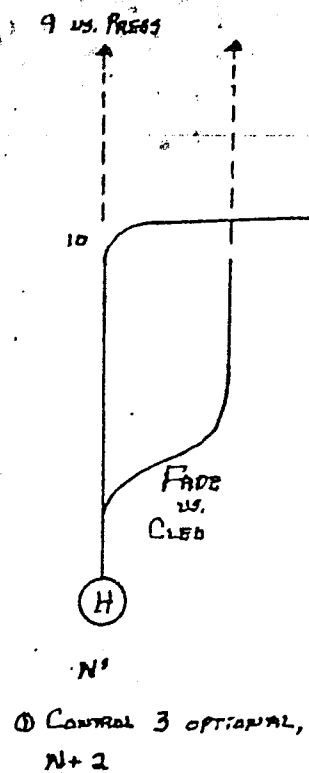
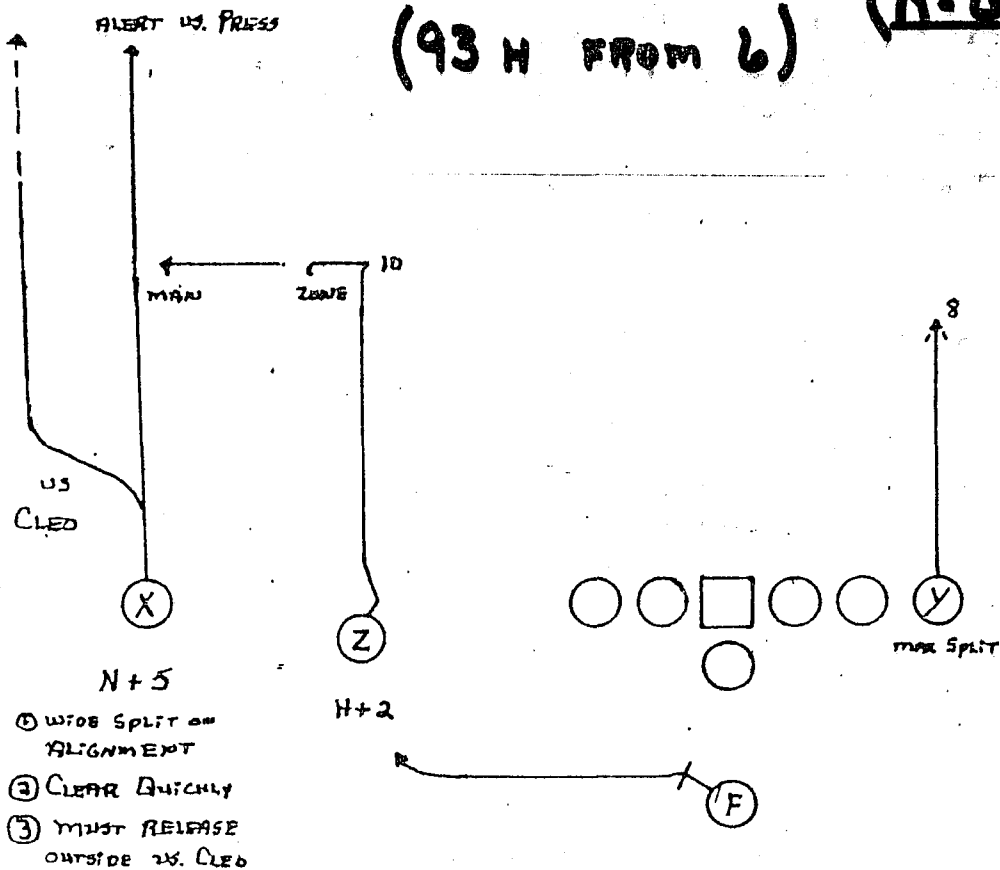
② S.A. STUB & S/S

(K-GUN) 6 + 8



Aug. 93 z  
us. Press  
(93 H FROM 6)

(K-Gun) 8



Aug.

94

(K-Gunn)

6 + 8



$N+4$

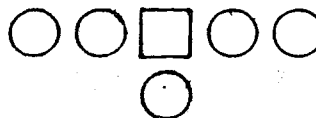
① No Adjust

② Keep width  
vs. Cleo/Press



$H+4$

① Choice



max split  
"Choice"



$N+4$

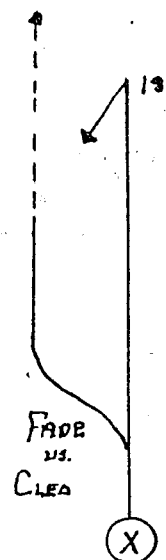
① No Adjust

② Keep width vs.  
Cleo/Press

Aug. 95

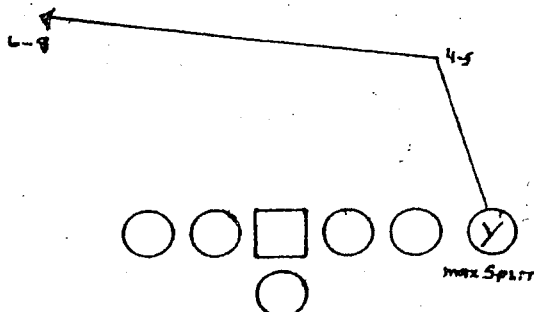
(K-Gunn)

4



N+2

① 5 STAY us. PRESS

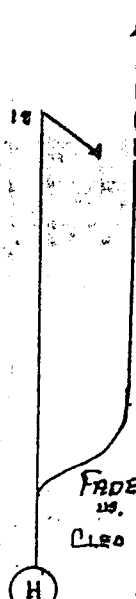


F

us. No F/S



1/2



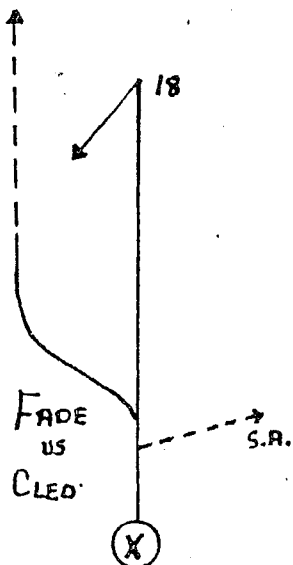
N+2

① 5 STAY us. PRESS

Aug. Cow 95 D

(K-Gunn)

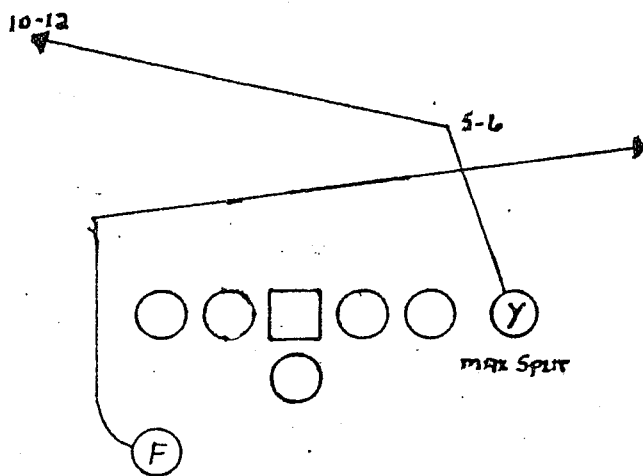
4



N+2

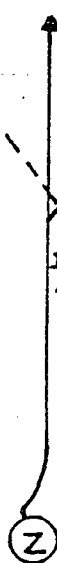
① 5 STAY us. PRESS

② S.A. BUCK + JILL



F

us. No w/s



1/2



N+4

① 5 STAY us. PRESS

# Aud. Flood 96

US CLEO, INSIDE RELEASE  
WORK AT DEEP SAFETY

16-19  
12-14  
US PRESS

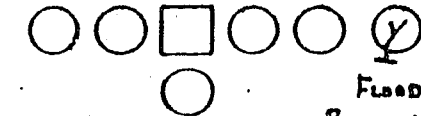
(X)

N+5

- ① No ADJUST
- ② Post to optional  
US CLEO

MAN ZONE

S.A.



(F)

(K-GUN)

4

RUN THAN 2/3  
SHOULDER OF W/S  
"ALERT US. COVER 2"

S.A.

(Z)

1/2

(H)

N+3

- ① 5 STAY US.  
PRESS

# Aud. Flood 96 X

7 STEPS  
3 STEPS

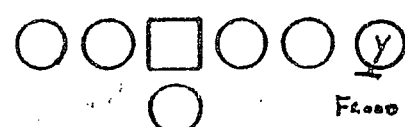
(X)

N+5

- ① 7 ROUTE US.  
ALL COVERAGES

US CLEO  
MAN ZONE

S.A.



(F)

(K-GUN)

4

RUN THAN 2/3  
SHOULDER OF W/S IF 3  
DEEP.  
"ALERT US. COVER 2"

S.A.

(Z)

1/2

(H)

N+3

- ① 5 STAY US  
PRESS

# Hub. 99

# (K-GUN) (REG.) 8+6

